

Kerbal Space Program - Bug #25825

Renaming a comet allows duplicate surface samples to get full science credit.

07/22/2020 07:52 AM - Dunbaratu

Status:	Acknowledged	Start date:	07/22/2020
Severity:	Low	% Done:	100%
Assignee:			
Category:	Science		
Target version:			
Version:	1.10.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

To replicate:

1. Dock to a comet with a vessel that has one of the claws (full size or junior).
2. EVA a kerbal.
3. Have the kerbal rightclick the comet and take a surface sample.
4. Rightclick the comet again and pick "rename comet" and type a new name.
5. Repeat steps 3 and 4 as much as you like. Each surface sample counts as new.

You can stack multiple surface samples in your kerbal's science inventory this way. Come back home with the science, recover the vessel, and each duplicated surface sample counts for full credit. I will attach a screenshot showing what the recovery screen looked like when I did this.

I also will attach a savegame file that contains a vessel about to re-enter kerbin with a load full of about 28 of these duplicated surface samples I took from a comet. (In "comet just before re-entry".sfs, the relevant vessel is this one:

```
VESSEL
{
  pid = c02a2b333e72417c827ddb5c2471c5a8
  persistentId = 1356500004
  name = Vomit Comet
  type = Ship
```

History

#1 - 07/22/2020 08:02 AM - Dunbaratu

I suspect this might be the same root cause as bug [#25826](#), but I made the two bug reports separately since one affects science and one affects contracts and those are two different categories in this bug tracker.

#3 - 08/10/2020 03:51 PM - victorr

- Status changed from New to Acknowledged

- % Done changed from 0 to 100

Files

screenshot16.png	2.75 MB	07/22/2020	Dunbaratu
comet - just before re-entry.sfs	3.85 MB	07/22/2020	Dunbaratu