

## Kerbal Space Program - Bug #25850

### Speed target not recognized

07/25/2020 03:37 PM - Alpheus100

<b>Status:</b>	New	<b>Start date:</b>	07/25/2020
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Contracts		
<b>Target version:</b>			
<b>Version:</b>	1.10.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

When a contract to test the LV-T45 engine in flight is active the goal speed of 210 m/s to 390 m/s is not recognized as met by a speed of 281.2 m/s.

#### History

##### #1 - 07/27/2020 01:21 AM - Whoop\_whoop\_pull\_up

Is it possible that the contract is looking at your *surface*-relative speed (which, near Kerbin's equator, is about 180 m/s less easterly than your inertial speed)?

#### Files

Kerbal speed bug.png

421 KB

07/25/2020

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