

Kerbal Space Program - Bug #26916

KSP 1.11 rover repair contracts' waypoint doesn't exist until you leave the scene

12/23/2020 03:48 AM - Dunbaratu

Status:	New	Start date:	12/23/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Contracts		
Target version:			
Version:	1.11.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

The new rover repair contracts that came with KSP 1.11 require you to drive the repaired rover to a waypoint to finish the contract.

BUT that waypoint cannot be seen after you repair the rover. I was screaming at the screen, saying, "WHERE is this thing you want be to drive to???! There ISN'T Any Such Waypoint!!!".

It turns out you have to leave the scene and come back to it (i.e. switch to tracking center then come back) to make the waypoint it's talking about appear. This is not mentioned to the player at all.

History

#1 - 12/30/2020 10:27 PM - GDorn

Dunbaratu wrote:

It turns out you have to leave the scene and come back to it (i.e. switch to tracking center then come back) to make the waypoint it's talking about appear. This is not mentioned to the player at all.

This sometimes works to bring the waypoint back and sometimes it doesn't. If there's a reason, I've missed it.

I'm on 1.11.0.3045 according to CKAN, with both Breaking Ground and Making History. I have minimal mods installed (nothing relating to contracts or waypoints) - mechjeb, kerbal alarm clock, EVE, scatterer, Restock/Restock+ and ScienceAlert (though I only recently added that and had the issue before adding it).