

Kerbal Space Program - Bug #26948

Aging "satellite" - attach part contract - can't find it

12/29/2020 10:42 PM - securegm

Status:	New	Start date:	12/29/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Mission		
Target version:			
Version:	1.11.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		
Description			
I have accepted one of those contracts where I have to go to Minmus and attach Communicatron-16 to and aging satellite. The satellite is no visible on map. There is no orbit, there is nothing on Minmus.			

History

#1 - 12/31/2020 02:49 PM - Anarchomine

Do you have debris visible in map mode? Have you made sure your debris limit is set high enough (in my experience it has to be set even higher than all tracked objects, e.g. spacecraft, asteroids, etc. together)?

#2 - 12/31/2020 02:53 PM - securegm

I have debris set to minimum. I just don't care about them. I'm all about the performance.

#3 - 01/01/2021 01:02 AM - Dunbaratu

securegm wrote:

I have accepted one of those contracts where I have to go to Minmus and attach Communicatron-16 to and aging satellite. The satellite is no visible on map. There is no orbit, there is nothing on Minmus.

Check the **list** of vessels in the tracking center. After taking the contract there should be a satellite with the name in the contract. If it's there but not on the map, then it's a visibility problem (not showing debris, etc). If it's not even in the LIST, then you have something wrong.

#4 - 01/08/2021 06:25 PM - Anarchomine

securegm wrote:

I have debris set to minimum. I just don't care about them. I'm all about the performance.

Well, there's your problem then. The target satellites are classified as debris, which is probably immediately deleted once it is created since you set your debris limit to zero.

#5 - 01/09/2021 08:50 PM - Neilski

Personally I regard it as a bug that these contracts create a piece of debris that represents a real and useful ship.

Meanwhile, if the contract hasn't been failed then presumably the satellite wasn't (yet?) deleted, so simply displaying debris as stated above ought to do the trick.

#6 - 01/10/2021 12:23 AM - Dunbaratu

Anarchomine wrote:

securegm wrote:

I have debris set to minimum. I just don't care about them. I'm all about the performance.

Well, there's your problem then. The target satellites are classified as debris, which is probably immediately deleted once it is created since you set your debris limit to zero.

Given that it's very common for people to have debris set to zero, the contracts absolutely should NOT be classifying these vessels as debris. That's a hidden gotcha that is unfair. "If debris is set to zero this contract is guaranteed to fail" is not fair.