

Kerbal Space Program - Bug #27020

2nd Satellite repair contract fails to complete (refers to a part from the previous 1st contract's vessel)

01/08/2021 11:27 PM - Dunbaratu

| | | | |
|------------------------|---------------|---------------------|--------------|
| Status: | Ready to Test | Start date: | 01/08/2021 |
| Severity: | Low | % Done: | 80% |
| Assignee: | just_jim | | |
| Category: | Contracts | | |
| Target version: | 1.11.1 | | |
| Version: | 1.11.0 | Language: | English (US) |
| Platform: | Windows | Mod Related: | No |
| Expansion: | Core Game | | |

Description

(Attached quicksave file).

A satellite repair contract from the quicksave refuses to complete because it claims I did not repair the Communicatron 16 antenna when I absolutely did. This is the contract in question from the attached save file:

```
CONTRACT
{
  guid = c072ab91-3b9b-47e6-8dde-9636ff7230a3
  type = VesselRepairContract
}
```

I investigated in the save file and I see something very suspicious. This contract claims the the part I need to repair is the following one:

```
PARAM
{
  name = RepairPartParameter
  state = Incomplete
  values = 0,0,0,0,0
  bodyName = Kerbin
  partName = longAntenna
  partPersistentId = 1509972433
  vesselPersistentId = 3819982714
}
```

What I find suspicious about this is that while a part with persistentId=1509972433 does exist in the save file, it is NOT on a vessel with persistentId=3819982714 as described by this contract parameter. It's on a vessel with persistentId=490346003 instead.

That older vessel, with persistentId=490346003, also coincidentally happens to be one that was spawned by this very same type of contract earlier in the game.

I suspect this: This type of contract only works right the first time it spawns a vessel of this specific design. The second time the same design of vessel is spawned by a second instance of this contract, it won't complete because it's using a part ID that's on the vessel the first contract spawned, not the new second vessel.

History

#1 - 01/12/2021 12:12 AM - just_jim

- Status changed from New to Confirmed
- % Done changed from 0 to 10

Dunbaratu, nice detective work. Thank you!

#3 - 01/12/2021 12:13 AM - just_jim

- Assignee set to just_jim

#4 - 01/29/2021 01:44 PM - victorr

- Status changed from Confirmed to Ready to Test
- Target version set to 1.11.1
- % Done changed from 10 to 80

We've made some changes in the latest version of the game and would like some feedback on this issue. Thanks.

#5 - 02/27/2021 04:13 PM - DeepProbe

- File *Can_t fix Damaged Kerbin MLA Satellite 4L-8.loadmeta* added
- File *Can_t fix Damaged Kerbin MLA Satellite 4L-8.sfs* added

victorr wrote:

... would like some feedback on this issue...

Looks like bug still there for me in 1.11.1.3066 (Windows x64) en-us.
Savefile attached.

2 satellites of same design spawned:

"Aging The Mun RSA Satellite 4B81" - over Mun, "install part" contract.

"Damaged Kerbin MLA Sattelite 4L-8" - over Kerbin, "repair part" contract.

Engeneer fixing part at 4L-8 - game ignores.

Also, part cannot be detached before repairing - game resists ("operation in progress, cannot detach") - but after repair (not counted by contract) part can be detached, reattached and after that will appears as broken again.

Files

| | | | |
|--|-----------|------------|-----------|
| demonstrate_sat_repair_bug.loadmeta | 398 Bytes | 01/08/2021 | Dunbaratu |
| demonstrate_sat_repair_bug.sfs | 5.33 MB | 01/08/2021 | Dunbaratu |
| Can_t fix Damaged Kerbin MLA Satellite 4L-8.loadmeta | 399 Bytes | 02/27/2021 | DeepProbe |
| Can_t fix Damaged Kerbin MLA Satellite 4L-8.sfs | 7.57 MB | 02/27/2021 | DeepProbe |