

Kerbal Space Program - Bug #27166

In a science or sandbox mode game, pilot experience is disabled even though the "Enable Kerbal Experience" setting is turned on

01/29/2021 04:20 AM - Jalaris

Status:	Resolved	Start date:	01/29/2021
Severity:	Low	% Done:	100%
Assignee:	victorr		
Category:	Kerbal Experience		
Target version:	1.12.0		
Version:	1.11.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		
Description			
Steps to Replicate: 1) Create a science or sandbox mode game and turn on the "Enable Kerbal Experience" setting 2) Create a ship with a pilot Kerbal in it, click Launch, and then turn SAS on			
Expected: Only the stability assist option should be available for a level 0 pilot with the "Enable Kerbal Experience" setting turned on.			
Result/Observed: All pilot experience control options are available even though the pilot is level 0 with the "Enable Kerbal Experience" setting turned on.			
Fixes/Workarounds: - None found			
Notes: This behavior may be related to the "" Playing a science/sandbox game in which Kerbals are restricted to class traits but all probes have access to all SAS modes is now possible." patch note change that came in under patch 1.11.1			
This behavior does not replicate in a career mode game. Only science and sandbox.			
This was a totally un-modded Kerbal Space Program			
Related issues:			
Related to Kerbal Space Program - Bug #27169: Level 1 Pilot has access to all...		Resolved	01/29/2021

History

#1 - 02/02/2021 07:31 PM - Technicalfool

- Related to Bug #27169: Level 1 Pilot has access to all SAS effects added

#2 - 02/09/2021 05:13 PM - victorr

- Assignee set to victorr

#4 - 02/17/2021 12:18 AM - just_jim

- File screenshot60.png added

- Status changed from New to Confirmed

- % Done changed from 0 to 10

I see the same issue

#5 - 02/17/2021 12:19 AM - just_jim

- File deleted (screenshot60.png)

#7 - 06/24/2021 10:32 PM - victorr

- Status changed from Confirmed to Ready to Test
- Target version set to 1.12.0
- % Done changed from 10 to 80

We have made some changes in this last 1.12.0 release and would like some feedback on this issue. Thanks.

#8 - 06/27/2021 12:46 AM - tswett

victorr wrote:

We have made some changes in this last 1.12.0 release and would like some feedback on this issue. Thanks.

I just updated to 1.12.0.3140 (WindowsPlayer x64) en-us, and the issue does not seem to be fixed, at least not for career mode saves from 1.11. Tests I've tried since upgrading:

- Launched a vessel with a Mk1 Command Pod, a scientist, and no other parts or kerbals. The vessel had SAS available, including normal and radial.
- Launched a vessel with a Probodobodyne Stayputnik and no other parts. The vessel had SAS available, including normal and radial.
- Switched to a vessel (launched before upgrading to 1.12) with a 1-star pilot on board and no other kerbals. The vessel had all SAS options available, and clicking on any of them caused the vessel to point in the requested direction.

The persistent.sfs file has EnableFullSASInSandbox = False and EnableFullSASInMissions = False.

I'm sure you've seen this comment which seems to explain the cause: <https://bugs.kerbalspaceprogram.com/issues/27169#note-17>

I'm looking at the disassembly myself, and it looks like as of right now, APSkillExtensions.AvailableAtLevel always returns true whenever MakingHistory is not installed and the game mode is neither SANDBOX nor SCIENCE_SANDBOX. It looks like it never checks EnableFullSASInMissions if MakingHistory is not installed.

#9 - 06/27/2021 01:05 AM - tswett

I just noticed that *this* bug report only pertains to science and sandbox games, and you never claimed to have fixed the problem for career mode games. I apologize for missing that.

#10 - 08/17/2021 03:14 PM - Technicalfool

- Status changed from Ready to Test to Resolved
- % Done changed from 80 to 100

This should now be working as intended, regardless of whether DLCs are installed or not. If bugs continue to occur, please continue to report!