

Kerbal Space Program - Bug #27203

Contract "Attach new part to satellite in orbit of..." Fails to tell the player the target vessel.

02/01/2021 05:02 AM - Dunbaratu

Status:	New	Start date:	02/01/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Contracts		
Target version:			
Version:	1.11.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

The three screenshots show what I mean. I took the contract "Attach new part to satellite in orbit of Kerbin".

The contract spawns a new satellite you're supposed to attach a part to.

But the contract never displays to the player anything about which vessel that is, so the player has to guess (Mostly by going, "Oh that vessel doesn't look like one I made, I guess it's that one.")

History

#1 - 02/01/2021 05:54 AM - Dunbaratu

- File *quicksave.sfs* added

More Information - actually that vessel did NOT allow the contract to work. The contract is still using the wrong vessel ID so the contract is impossible to finish.

This is from the save file - notice the contract vessel in the game save has this as its persistent ID:

```
VESSEL
{
  pid = 2b279f03e4a44243a19e216a7364d6dc
  persistentId = 2975859883
  name = Aging Kerbin CM-R Satellite G4-VK
  type = Probe
}
```

This is the contract - note the section for the PARAM with the vessel id = 1090049104

```
CONTRACT
{
  guid = 6c9b3f59-0c29-43ee-a6bc-c0588b28d387
  type = OrbitalConstructionContract
  prestige = 0
  seed = 2083280414
  state = Active
  viewed = Read
  agent = Rockomax Conglomerate
  agentName = Rockomax Conglomerate
  deadlineType = Floating
  expiryType = Floating
  values = 77263.5842981471,16457143.4555053,19966.1530512736,65513.9367243029,20764.7984802246,
0,1.024133,2,1870803.07266182,1857631.28189065,18314774.737396,0
  bodyName = Kerbin
  constructionCraftDef = D:/SteamLibrary_2/steamapps/common/Kerbal Space Program/KSP_x64_Data/..
/GameData/Squad/Contracts/PreBuiltCraft/OrbitalConstructionContract/Unfinished Contract Sat 6.craft
  constructionVslId = 1090049104
  constructionPartName = HighGainAntenna5.v2
  orbitEccentricity = 0.05000000074505806
  orbitAltitudeFactor = 0.33000001311302185
  orbitInclinationFactor = 0.25
  vesselName = Aging Kerbin CM-R Satellite G4-VK
  PARAM
  {

```

```

        name = CrewTraitParameter
        state = Complete
        disableOnStateChange = False
        values = 0,0,0,0,0
        targetTrait = Engineer
        targetCount = 1
        vesselDescription = Active Vessel
    }
PARAM
{
    name = ConstructionParameter
    state = Incomplete
    values = 0,0,0,0,0
    bodyName = Kerbin
    partName = HighGainAntenna5.v2
    vesselPersistentId = 1090049104
}
}

```

The Id number of the vessel the contract spawned was 2975859883. The vessel Id number the contract says I'm supposed to add the antenna to is 1090049104. Because they don't match, and furthermore there are **no** vessels with Id = 1090049104, the contract is impossible.

quicksave attached for reference.

I'd change the title but users no longer have permission to do that, it seems.

The real bug seems to be the vessel ID of the contract does not match the vessel actually spawned, so the contract is literally impossible.

#2 - 02/01/2021 12:42 PM - Anarchomine

- File *persistent.sfs* added

Got the same bug:

```

CONTRACT
{
    guid = 12296993-daf2-4215-8237-69ec1574fd8b
    type = OrbitalConstructionContract
    prestige = 0
    seed = 1155645586
    state = Active
    viewed = Read
    agent = Research & Development Department
    agentName = Research & Development Department
    deadlineType = Floating
    expiryType = Floating
    values = 43200,18403200,28800,90000,28800,0,2,2,2980658.06212168,2937476.34212169,21340676.342
1217,0
    bodyName = Kerbin
    constructionCraftDef = C:/Program Files (x86)/GOG Galaxy/Games/Kerbal Space Program/KSP_x64_Data/./GameData/Squad/Contracts/PreBuiltCraft/OrbitalConstructionContract/Unfinished Contract Sat 6.craft
    constructionVslId = 269795072
    constructionPartName = rcsTankRadialLong
    orbitEccentricity = 0.05000000074505806
    orbitAltitudeFactor = 0.33000001311302185
    orbitInclinationFactor = 0.25
    vesselName = Aging Kerbin AS-P Satellite X00TD
PARAM
{
    name = CrewTraitParameter
    state = Complete
    disableOnStateChange = False
    values = 0,0,0,0,0
    targetTrait = Engineer
    targetCount = 1
    vesselDescription = Active Vessel
}
PARAM
{
    name = ConstructionParameter
    state = Incomplete
    values = 0,0,0,0,0
    bodyName = Kerbin
    partName = rcsTankRadialLong
    vesselPersistentId = 269795072
}
}

```

```

    }
}

VESSEL
{
  pid = e8c8e6d42e9140fc8849138b01560134
  persistentId = 2074516608
  name = Aging Kerbin AS-P Satellite X00TD
  type = Probe
  sit = ORBITING
...

```

Edit: Changing the vessel ID in the contract to that from the vessel entry let me complete the contract.

#3 - 02/08/2021 04:14 AM - Dunbaratu

Anarchomine wrote:

Edit: Changing the vessel ID in the contract to that from the vessel entry let me complete the contract.

Hmm - here's an interesting thing to test the next time this "can't see which vessel it means in the contract" thing happens: Exit the mission control building without taking the contract, save the game, edit the save to see if it has the vessel ID mismatch problem and if so fix the mismatch, then reload the save and go back to the mission control to look at the contract again.

If that's done, will the contract also show the vessel name to the player?

In other words, this would be a test to find out if the original problem I reported here (can't see the vessel name) might actually just a side-effect of the bigger problem. (That maybe it can't populate the vessel name in the contract text because it normally would find the name by looking it up from the vessel's ID, which is wrong?)

#4 - 02/08/2021 10:39 PM - dborne@gmail.com

I'm seeing the same problem, but it looks like the vessel doesn't get created until the contract is accepted for example I have this contract and there is no matching "Aging Kerbin MLA Satellite M-J6Z" vessel.

```

CONTRACT
{
  guid = 7ece60ab-5a2f-484b-a607-c3e5ad21e26c
  type = OrbitalConstructionContract
  prestige = 0
  seed = 1425354744
  state = Offered
  viewed = Read
  agent = Maxo Construction Toys
  agentName = Maxo Construction Toys
  deadlineType = Floating
  expiryType = Floating
  values = 64800,18403200,28800,90000,28800,0,2,2,24885906.1733801,0,0,0
  bodyName = Kerbin
  constructionCraftDef = E:/Steam/steamapps/common/Kerbal Space Program/KSP_x64_Data/./GameData
/Squad/Contracts/PreBuiltCraft/OrbitalConstructionContract/Unfinished Contract Sat 1.craft
  constructionPartName = mediumDishAntenna
  orbitEccentricity = 0.05000000074505806
  orbitAltitudeFactor = 0.33000001311302185
  orbitInclinationFactor = 0.25
  vesselName = Aging Kerbin MLA Satellite M-J6Z
  PARAM
  {
    name = CrewTraitParameter
    state = Incomplete
    values = 0,0,0,0,0
    targetTrait = Engineer
    targetCount = 1
    vesselDescription = Active Vessel
  }
  PARAM
  {
    name = ConstructionParameter
    state = Incomplete
    values = 0,0,0,0,0
    bodyName = Kerbin
    partName = mediumDishAntenna
    vesselPersistentId = 0
  }
}

```

```
}  
}
```

And yeah, when I accept the contract and check the tracking station. The Aging Kerbin MLA Satellite M-J6Z is there with a mission elapsed time of a couple seconds. Then the save file now has the vessel entry and has a bad vessel id on the contract as seen above.

Files

screenshot20.png	418 KB	02/01/2021	Dunbaratu
screenshot21.png	1.68 MB	02/01/2021	Dunbaratu
screenshot19.png	1.49 MB	02/01/2021	Dunbaratu
quicksave.sfs	3.43 MB	02/01/2021	Dunbaratu
persistent.sfs	5.84 MB	02/01/2021	Anarchomine