

Kerbal Space Program - Bug #27226

Rover Repair contract spawned a perfectly working rover needing no repairs (easy cheat)

02/05/2021 02:26 AM - Dunbaratu

Status:	New	Start date:	02/05/2021
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

When a RoverConstructionContract uses this craft file:

GameData/Squad/Contracts/PreBuiltCraft/RoverContract/Contract Rover 1b.craft

It creates a rover that's entirely usable as-is, with no need to repair anything. You can just use it and start driving it without launching anything. Shouldn't the rover contracts give you a crippled rover that needs something fixed on it? Maybe make sure rovers spawn with zero electriccharge in them, as a way to prevent this. This one launched with batteries fully charged, and the built-in antenna in the rover body was enough to be able to control it.

History

#1 - 02/09/2021 01:19 PM - jukkamuhonen@hotmail.com

I got rover where two opposite wheels were broken, but that doesn't stop driving to target while stabilizing it.

#2 - 02/10/2021 02:29 AM - Dunbaratu

jukkamuhonen@hotmail.com wrote:

I got rover where two opposite wheels were broken, but that doesn't stop driving to target while stabilizing it.

That seems at least a little better than what I got. In mine, literally nothing was broken. Everything worked and it had the minimum needed parts to do the job.

What may prevent that from happening is to just make sure the crafts always spawn with all electric charge drained to zero (like happens with "rescue person from orbit" contracts), and without a working means to recharge (the example craft I showed had fuel cells and a little bit of fuel, so the batteries recharged automatically to full.) "without a working means to recharge" could mean either no recharge capability (no solar panels, RTG's, or fuel cells), or at least a broken recharge capability (i.e. a solar panel but it's busted). That would guarantee that a player must visit the rover to at least do something about the electricity.

#3 - 03/27/2021 01:07 AM - Krazy1

I also had a perfectly intact rover for a contract on the Mun ... but... when I drove it to the target location the contract did not finish. So it had 2 bugs (1) no repair needed (2) did not complete when location was reached. I had to Alt-F12 cheat to finish it. I also had another Mun rover contract that required repair and again did not finish when the final location was reached. I did have a Minmus contract that worked correctly.

Files

screenshot23.png	2.11 MB	02/05/2021	Dunbaratu
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