Kerbal Space Program - Bug #27241

Finish construction of a rover mission can't be completed

02/09/2021 07:22 AM - sycorax

Status:	New		**Start date:**	02/09/2021
Severity:	Low		**% Done:**	0%
Assignee:				
Category:	Mission			
Target version:				
Version:	1.11.1		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:	Breaking Ground			

Description

Finish construction of a rover KSP breaking ground no mod.
I needed to move the rover to the target. I drove it there, exactly on the spot and the mission didn't complete. I also reloaded the old save and moved it several times to that spot with no success.
Please fix the mission completion parameters.

History

#1 - 02/09/2021 07:57 AM - Dunbaratu

sycorax wrote:

> **Finish construction of a rover** KSP breaking ground no mod.
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> Please fix the mission completion parameters.

Is there a chance you might have the same problem as in this bug?

➤ https://bugs.kerbalspaceprogram.com/issues/27222 ⊰

These contracts are supposed to match an ID number mentioned in the contract with the ID number of the vessel it spawned, and they don't seem to be in agreement, which is causing this problem for several people.

Can you read that issue and see if it's the same? I'd like as many people to vote it up as possible because it's a big deal.

#2 - 02/09/2021 11:02 AM - sycorax

- File quicksave #35.sfs added

#3 - 02/09/2021 11:03 AM - sycorax

VESSEL   {
pid = fb3349b8463743799f70929dc71dbc65
persistentId = 6247374
name = Unfinished Ike Surveyor ZCDT

```
CONTRACT
            {
                guid = 2739215e-bc9e-428f-af52-c17ac51bf3f5
                type = RoverConstructionContract
                ...
                agent = Dinkelstein Kerman's Construction Emporium
                ...
                bodyName = Ike
                roverVslId = 2321460093
```

Yes, it seems to be the same problem.
I voted up.

Dunbaratu wrote:

> sycorax wrote:

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#4 - 02/18/2021 02:47 PM - jukkamuhonen@hotmail.com

- File at destination.sfs added

Drove it to destination to confirm it and make bug tracking easier.

#5 - 03/18/2021 01:47 PM - ogaduby

sycorax wrote:

> **Finish construction of a rover** KSP breaking ground no mod.
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The issue is that the "roverVsIId" value inside contract parameters does NOT match "persistentId" value of the vessel. You can help yourself and fix it by editing your persistent.sfs savegame file and replacing vessel's persistentId value with the roverVsIId value of the said contract. Make sure you backup your save files before editing them.

I'd say this bug should be easy to fix. Your post just needs a bit more upvotes for devs to notice it.

#6 - 03/18/2021 08:09 PM - Dunbaratu

ogaduby wrote:

> fix it by editing your persistent.sfs savegame file and replacing vessel's persistentId value with the roverVsIId value of the said contract. Make sure you backup your save files before editing them.

I think the safer edit would be to do it the other way around by leaving the vessel's persistentId as-is and instead edit the contract's roverVsId to match it. PersistentId is sort of the vessel's "primary key", while a contract's roverVsId is sort of a "foreign key", if you get my drift.

Files

sc.png	3.67 MB	02/09/2021	sycorax
quicksave #35.sfs	2.5 MB	02/09/2021	sycorax
at destination.sfs	2.52 MB	02/18/2021	jukkamuhonen@hotmail.com