Kerbal Space Program - Bug #27260

Contract rovers gives warning messages at start of game

02/11/2021 07:25 PM - jukkamuhonen@hotmail.com

Status:	Resolved	**Start date:**	02/11/2021
Severity:	Low	**% Done:**	100%
Assignee:			
Category:	Controls and UI		
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

Start new career, all rover contracts gives yellow warnings on console.

History

#1 - 02/11/2021 10:39 PM - Dunbaratu

jukkamuhonen@hotmail.com wrote:

> Start new career, all rover contracts gives yellow warnings on console.

I don't get these messages. Here's an obvious question, but just in case you hadn't thought of it I'll ask:

You say it's not mod related, but you are running it from a folder called Ckan/moditon, which **sounds** like a place someone would install a modded version. If a mod removes stock parts, or even just renames them, that could make the lookup for the part fail. Is there any chance a mod is doing that?

#3 - 02/12/2021 05:31 PM - jukkamuhonen@hotmail.com

"Moditon" is finnish and means "without mods". I have two instances of game, with mods, and without, as ksp bug tracker suggests.

#4 - 02/13/2021 02:01 AM - Dunbaratu

jukkamuhonen@hotmail.com wrote:

> "Moditon" is finnish and means "without mods". I have two instances of game, with mods, and without, as ksp bug tracker suggests.

Fair enough. Now I wonder why I don't see it.

#5 - 02/13/2021 09:44 AM - jukkamuhonen@hotmail.com

Dunbaratu wrote:

> jukkamuhonen@hotmail.com wrote:
>
> > "Moditon" is finnish and means "without mods". I have two instances of game, with mods, and without, as ksp bug tracker suggests.
>
> Fair enough. Now I wonder why I don't see it.

Do you have both DLC expansions too? This happens on career normal mode with default settings.

#6 - 02/14/2021 04:06 AM - Dunbaratu

jukkamuhonen@hotmail.com wrote:

> Dunbaratu wrote:
>
> > jukkamuhonen@hotmail.com wrote:

"Moditon" is finnish and means "without mods". I have two instances of game, with mods, and without, as ksp bug tracker suggests.

Fair enough. Now I wonder why I don't see it.

Do you have both DLC expansions too? This happens on career normal mode with default settings.

I do.

This might make a really good test: The message is complaining that the craft definition means nothing because game cannot find the parts. So ... see if that message is really true or not. Try firing up a sandbox game (where you should have access to all the parts) and try making a vessel that contains those parts the message complained about. Are the parts there? Are they missing from the VAB?

If the parts aren't even there at all, then that's the real problem.

Can you post your Player.log and KSP.log files attached to this message? They could have a lot more information than you see in the console window.

Player.log is found in:
[your home folder here]\AppData\LocalLow\Squad\Kerbal Space Program\

KSP.log is found in wherever you installed the KSP game you are running (Ckan\moditon\)

Both of those two files are erased and re-made every time you run KSP again, so you should probably run KSP again, get the bug, quit KSP, then save those two files somewhere else so you have a copy that won't get erased next time.

#7 - 02/14/2021 09:42 PM - jukkamuhonen@hotmail.com

parts are there, will post logs later.

#8 - 02/16/2021 07:07 PM - just_jim

I have not been able to repro this in a stock game yet. Not saying it doesn't happen. If you could attach the game save in question it would be most helpful pinning this down.

#9 - 02/16/2021 07:49 PM - jukkamuhonen@hotmail.com

It doesnt give those errors anymore. I just made fresh install and it fixed it. This was my modless folder of game seperately on different location, i probably messed it myself somehow. This can be closed. Sorry. Are any warnings normal tho? There is still something about wheel colliders and size scale cannot be negative stuff.

no wait. I installed it once again, emptied all folders manually before doing so and errors came back up. ill post save

#10 - 02/16/2021 08:04 PM - jukkamuhonen@hotmail.com

- File persistent.sfs added

#11 - 02/16/2021 08:05 PM - jukkamuhonen@hotmail.com

- File KSP.log added

#12 - 02/16/2021 08:23 PM - jukkamuhonen@hotmail.com

There is those collider and scale warnings on that same log with Mission Rover warnings, and some texture compression stuff but that doesnt sound Bad.

#13 - 02/16/2021 10:53 PM - just_jim

- Status changed from New to Confirmed

- % Done changed from 0 to 10

I was able to repro this with the attached save, and then in a new career game
Repro steps:
Start a new career and observe the console. you may need to scroll up
The errors will be present
Note: I did not observe this in my older career saves

#15 - 06/24/2021 10:33 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.

#16 - 07/02/2021 09:46 AM - Anth12

KSP 1.11.2 + BG + MH
KSP 1.12.1 + BG + MH

Tested in 1.11.2 and 1.12.1 above and then looked over the log files to make sure.

Resolved.

#17 - 08/06/2021 06:45 PM - Technicalfool

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

This should be fixed. Please continue to report if this issue crops up again.

Files

Screenshot (52).png	2.42 MB	02/11/2021	jukkamuhonen@hotmail.com
persistent.sfs	34.6 KB	02/16/2021	jukkamuhonen@hotmail.com
KSP.log	469 KB	02/16/2021	jukkamuhonen@hotmail.com