

Kerbal Space Program - Bug #28507

Returning to a vessel makes it permanently display 0 delta-V in all stages if its command module's type is set as Science or Debris

09/15/2021 05:41 PM - Krzeszny

Status:	New	Start date:	09/15/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.12.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

Tested by 2 players in vanilla KSP.
Specifications don't matter, it's always reproducible.

How to reproduce:

1. Have a craft with a command module and more than 0 delta-V (the simplest vessel is a command pod attached to an SRB)
2. Click "Configure Vessel Naming" in the command module's PAW and choose Debris or Science. (You can do it in the VAB/SPH or on the ground or in orbit.) (The vessel can have multiple command modules as long as the Debris-type or Science-type command module has the highest priority.)
3. Spawn the vessel if it's not already spawned.
4. Do one of the following:
 - a) Revert to launch
 - or b) go to Space Center and back to the vessel.
6. Go back to the vessel. It shows 0 delta-V in all stages. It displays 0 delta-V even if you launch it.

Workarounds:

- a) Change the vessel type to something that isn't Debris or Science, go to Space Center and go back to the vessel.
- or b) Go to Tracking Station and change the vessel's type from there.