

Kerbal Space Program - Bug #3984

Completing contract results in loss of a large amount of reputation

01/22/2015 03:15 AM - kwc

Status:	Needs Clarification	Start date:	01/22/2015
Severity:	Normal	% Done:	0%
Assignee:			
Category:			
Target version:			
Version:	0.90	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

Starting with 317 reputation, I just completed an asteroid capture mission that should have awarded 1759 reputation (with the Fundraising Campaign strategy active). Attached is a screenshot of the mission while it was active. Instead, I ended up with -1014 reputation. (I used the Administration Facility to check exactly how much reputation I have: for one of the strategies, it currently shows "Reputation must be at -1,000 or higher to activate at this level. (Current Reputation: -1,014)")

Here are some relevant-looking lines from my KSP.log:

```
[LOG 23:56:25.829] Awarding 4398.261 reputation to player for contract completion
[LOG 23:56:25.830] [CurrencyConverter for Patents Licensing]: 0 Science taken, yields 0 Funds
[LOG 23:56:25.831] [CurrencyConverter for Fundraising Campaign]: 2638.957 Reputation taken, yields 21639.45 Funds
[LOG 23:56:25.832] Added 632.3123 (4398.261) reputation: 'ContractReward'.
```

It looks like my reputation gain was modified to 632 to cap my maximum reputation near 1000, but the Fundraising Campaign conversion was calculated based on the original reputation award, and I suspect that amount was subtracted directly from my reputation, resulting in a large loss. I'm not sure why I ended up at -1014, though (maybe it's supposed to be capped at -1000, but then why -1014?)

History

#1 - 01/22/2015 03:19 AM - kwc

I forgot to mention that I had the Fundraising Campaign strategy set to 60% commitment, which matches the numbers in my log ($4398.261 * 0.6 = 2638.957$).

#2 - 04/15/2016 10:56 AM - Wintermute

I'd like to confirm that the bug is still alive in [1.0.5](#).

I have two gamesaves and a log with the following data:

```
[LOG 23:15:46.681] Awarding 102005.245497016 funds to player for contract completion
[LOG 23:15:46.681] [CurrencyConverter for Unpaid Research Program]: 0 Reputation taken, yields 0 Science
[LOG 23:15:46.682] Awarding 9.24729 reputation to player for contract completion
[LOG 23:15:46.682] [CurrencyConverter for Unpaid Research Program]: 5.548374 Reputation taken, yields 2.465493 Science
[LOG 23:15:46.683] Added 4.733805 (9.24729) reputation: 'ContractReward'.
[LOG 23:15:46.685] [CurrencyConverter for Unpaid Research Program]: 5.548374 Reputation taken, yields 2.465493 Science
```

The numbers in the log look good, but in the saves there is:

(the first part is from "KACJumpToShip.sfs")

SCENARIO

```
{
  name = ContractSystem
  scene = 7, 8, 5, 6
  update = 1778810.19376446
```

```
[...]  
SCENARIO  
{  
  name = Reputation  
  scene = 7, 8, 5, 6  
  rep = 588.9876  
}  
[...]  
STRATEGY  
{  
  name = UnpaidResearchProgramCfg  
  date = 1676787.97448391  
  factor = 0.6
```

And a second one (from "persistent.sfs"), with the later "update" (I hope it's a timestamp):

```
SCENARIO  
{  
  name = ContractSystem  
  scene = 7, 8, 5, 6  
  update = 1784823.90646074  
}[...]  
SCENARIO  
{  
  name = Reputation  
  scene = 7, 8, 5, 6  
  rep = 586.5303  
}
```

So, the reputation initially was 588.9876 and then 586.5303, so instead of 4.733805 reputation gain (from the log file) there was a loss of 2.4573

(I hope I haven't messed something up with the numbers and the examples.. But I swear that the reputation goes down without any contract failures ;)

#3 - 07/17/2016 09:43 AM - TriggerAu

- Status changed from New to Needs Clarification

Files

screenshot2.png	325 KB	01/22/2015	kwc
-----------------	--------	------------	-----