

Kerbal Space Program - Bug #3999

Contracts reset when game is force-quit

01/30/2015 02:38 PM - philipw

Status:	Needs Clarification	Start date:	01/30/2015
Severity:	Normal	% Done:	0%
Assignee:			
Category:			
Target version:			
Version:	0.90	Language:	English (US)
Platform:	OSX	Mod Related:	No
Expansion:			
Description			
<p>When the game is force quit, the active and completed contracts are forgotten and a new set of available contracts is generated. This only applies to the active game, not to games that aren't being played. I'm on Mac OSX 10.10, using version 0.90, but the problem also existed in 0.25.</p> <p>Steps to reproduce: (0. Start or continue with a game, go to mission control) 1. Accept a contract 2. Force quit the game (cmd-q) (3. Start the game back up, go to the same save file: contract gone).</p> <p>This is a problem because other glitches sometimes mean the game has to be force quit.</p>			

History

#1 - 02/02/2015 03:00 AM - jonny

I assume you are saving in between accepting the contract and quitting the game? Otherwise this would be expected behaviour

#2 - 02/02/2015 03:57 AM - philipw

jonny: I hadn't thought of that while writing the description, sorry.

It does happen for me even if the game is saved or quit normally in the mean time. Money gained from accepting the contract and money, science and reputation gained from sub-tasks are kept when the game is force-quit.

#3 - 05/05/2015 03:04 PM - Sebiwan_Kenobi

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Hello

I have the same problem. Sometimes when i want to recover my vessel, the game crash, and return to windows. when i return on the game, with the persistent save, all the contracts was reset and new contracts appear. When i launch my save game, all return normaly, but i lost my latest launch (I try to save often, because this bug).

I have see another problem. When i leave the game, all the contracts was reset in the persistent save, i have to load my save game to recover the contracts. The contracts ongoing are re-generated.

I play with: Mechjeb2, ScienceAlert, Alarm clock

My PC: Windows 8 64 bits, steam.

Version of the game: 1.02

I don't have his problem with the 0.90.

Thank you for answer, and your job.

#4 - 05/07/2015 09:02 PM - Bearnaise

I had this problem twice in the past day alone, except circumstances were a little different.

I should start by saying that I am currently playing two vanilla games (yes I really mean vanilla--no mods **at all**). I started one of them yesterday, but when I resumed it today (after quitting normally last night), my contracts were all gone and the contract history was wiped. Today I started a new game--I didn't want to resume the one from yesterday because the contract history was all gone. I got to a point in career mode where I had the parts to make a basic jet, which I blew up (oops!). When I returned to the space center and checked Mission Control, my contracts were again completely wiped--both in-progress contracts and the contract history. So this bug can hit mid-game, even without exiting and restarting Kerbal Space Program.

To reiterate, this happened in the middle of a vanilla game without exiting and restarting KSP. I am playing on the current release, 1.0.2.

#5 - 05/09/2015 12:01 AM - vdupras

I just had the same problem, but it's hard to figure out steps to reproduce. The last mission I completed was Fly by Minmus. Then I did a couple of things, quit (normally) and I came back and my whole mission history (including in-progress) was gone and I had a new set of mission generated. I don't know if the wipeout happened before I quit or after.

KSP 1.0.2, Linux 64 bits (non-steam), mods: alarm clock and engineer redux.

#6 - 05/09/2015 07:55 AM - Sebiwan_Kenobi

I confirm Vdupras. Yesterday I did a fly by Mun, and when I returned on my space center to check my contracts, all my history had disappeared, and new mission had generated ...

#7 - 11/16/2015 04:03 AM - cpcallen

Is it possible that the reason you are quitting using Command-Q or force quit is because you're unable to get back to the Space Centre in the usual way? And could that be happening after (accidentally or intentionally) switching vessels by double-clicking in the map view?

If so you have actually encountered Bug [#2927](#).

So this bug report might be a dupe of that one.

#8 - 12/08/2015 09:46 AM - birrhan

I am having a variant of this issue. It is definitely unrelated to issue [#2927](#), in that the game is always responsive when I quit. Force quitting (in Windows, playing in windowed mode, that's just clicking the X to close the window) will sometimes cause all progress for a contract to be reset, and to forget completed contracts. However, this is the way I normally close the game, and most times it doesn't generate an issue. It may be when the craft is under acceleration when the file is force quit that the save file gets corrupted in regard to contracts.

I'm playing 1.0.5 with KER (most current version) and no other mods; this has been an issue since 0.90 or so I believe. Windows 7, Steam.

On further review, the contract reset appears to be immediately after switching to a vessel that returns the "NAN" error, when the vessel loads and the flight interface pops up, and the ship and space animations are completely black but the navball and menu icons are still visible, and the speed reads "NAN". Much like this: <http://i60.tinypic.com/122nqtc.png>. Forcing the game to quit at this point will reload the ship when the game is restarted, but progress on the contracts is subsequently reset.

#9 - 07/17/2016 09:40 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

#10 - 06/30/2021 10:14 AM - fucosaqi

"To be honest she doesn't know it's you, I just told her I'd involve someone decent, similar in age and outlook and above all someone that I trusted implicitly, she's a little nervous but in a good way," he paused and took a swig from his glass, "so do I text her and tell her we'll be over to see her shortly?" <https://thehotgirlsingerie.com/> I still wasn't completely sure about this, more than a year of solo sex made me anxious about my ability to perform, especially in front of another guy -- even if it was my best mate. Hesitantly I downed the last of my beer and thought fuck it "Sure," I told him, "what the hell". <https://thelingeriestockings.com/> Billy smiled and reached for his phone, "We'll have fun mate and I promise you'll enjoy yourself." <https://thesexygirlsingerie.com/> Five minutes later we were in Billy's car and on our way to Dawn's house. A number of things were dashing through my mind on the journey including a sense of relief that I'd made an effort prior to going out and was reasonably well groomed, that hadn't always been the case throughout the funk I'd been in since Maggie left. Also, more by luck than anything else I had tidy underwear on.

#11 - 07/02/2021 02:22 AM - jclovis3

fucosaqi wrote:

"To be honest..."

How do you report a user in this app?