

## Kerbal Space Program - Bug #4909

### Continue Saved Game screen shows Science off by 1

05/03/2015 03:49 PM - mouseas

<b>Status:</b>	Closed	<b>Start date:</b>	05/03/2015
<b>Severity:</b>	Very Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	1.0.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Win32	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

KSP Version 1.0.2.842 through Steam  
Windows 8.1 64 bit (but playing the x86 version of KSP)

tl;dr: The "Continue Saved Game" dialog shows Science as being 1 less than it actually is.

Steps to reproduce:

1. From the main menu, click "Start Game"
2. then "Resume Saved"
3. Select a Career-type saved game, note the listed amount of Science
4. Load the selected game.
5. On the funds/science/reputation dropdown, note the listed amount of Science. It's one higher than on the save select screen.

Both times I checked, the in-game science amount was 3.0, then 60.0 science, whereas the save select screen listed 2 science and 59 science, respectively. I suspect it's not an off-by-one error, but actually a rounding vs truncating error. I.e. my science was actually 2.998, which rounds to 3.0 but truncates (double to int) to 2.

Screenshots at <http://imgur.com/95eQUyh.NvcL5TO>

output\_log.txt attached.

#### History

##### #1 - 05/03/2015 03:51 PM - mouseas

Correction, screenshots at <http://imgur.com/95eQUyh.qobf0O4>

##### #2 - 07/27/2015 05:57 PM - Squelch

- Platform Win32 added
- Platform deleted (Windows)

##### #3 - 07/17/2016 09:33 AM - TriggerAu

- Status changed from New to Needs Clarification

##### #4 - 08/09/2016 01:51 PM - TriggerAu

- Status changed from Needs Clarification to Closed
- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention

#### Files

