

Kerbal Space Program - Bug #5204

Cannot complete contract "Build a station on an asteroid" - launchID=0

07/02/2015 07:30 PM - SidMarcus

Status:	Needs Clarification	Start date:	07/02/2015
Severity:	Normal	% Done:	0%
Assignee:			
Category:			
Target version:			
Version:	1.0.4	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

What happens:

It is not possible to complete a contract requiring to build a station on an asteroid.

When the station docks to the asteroid with the Klaw, the requirement "Build a new station that has power, an antenna, and a docking port" unticks.

How to reproduce:

- Get a contract to build a station on an asteroid.
- Fulfill the requirement "Build a new station that has power, an antenna, and a docking port" for your station.
- Dock your station on the asteroid.
- The requirement "Build a new station that has power, an antenna, and a docking port" should become unticked.

Apparent cause:

Seems to be related to the launchID parameter of the asteroid in the save file.

The launchID parameter seems to be 0 for all asteroids.

But the contract requires the full station to be "new" (i.e. in my case, to have a launchID parameter above 150), and so considers the asteroid part to be "too old".

Workaround :

Editing the save file by setting the launchID parameter of the asteroid to a higher number (I put 180) allowed the requirement to be ticked properly, thus fixing the issue.

Versions Affected:

1.0.4

Mods installed :

Kerbal Engineer Redux

Chatterer

Environmental Visual Enhancements

Final Frontier

History

#1 - 07/27/2015 05:58 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

#2 - 01/08/2016 02:02 AM - AmoebaMan

Confirmed in 1.0.5 on Mac. Seems like a pretty simple fix, no?

#4 - 07/17/2016 09:43 AM - TriggerAu

- Status changed from New to Needs Clarification