

Kerbal Space Program - Bug #5343

Launch first vessel contract does not complete when launching first vessel with launchclamps

08/24/2015 09:29 AM - rudi1291

Status:	Needs Clarification	Start date:	08/24/2015
Severity:	Very Low	% Done:	0%
Assignee:			
Category:			
Target version:			
Version:	1.0.4	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

KSP Version: v1.0.4.0 Ubuntu Gnome 64bit (Linux version)

What Happens: Launch first vessel contract does not complete when launching with launchclamps

Mods / Add-Ons: Tested in stock

Steps to Replicate:

- 1) Start a new career
- 2) Give yourself enough science to unlock launch clamp
- 3) Unlock/research launch clamp
- 4) Accept "Launch first vessel" contract
- 5) Build simple craft with clamps and launch it

Or just download the attached save and launch the craft sitting on the launch pad

Result: The contract doesn't complete

Other Notes/Pictures/Log Files:

- During normal career, this shouldn't happen, but in theory its possible

History

#1 - 08/25/2015 09:18 AM - featherwinglove

- File screenshot82.png added

- File screenshot83.png added

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Reproduced successfully in Win32. I think it should be Prioritized as "Very Low", since it might be a symptom of a bug in Contracts that might cause other problems.

#2 - 11/20/2015 11:48 AM - sal_vager

This is the only contract that checks for the vessel leaving the ground, but if you are on launch clamps you have no ground contact.

This can also occur if your rocket is on a part that is destroyed by engine heat at launch, the only part the player starts with that can do this is the structural pylon.

#3 - 11/20/2015 11:48 AM - sal_vager

- Severity changed from Unworthy to Very Low

- Platform Any added

- Platform deleted (Linux)

#4 - 07/17/2016 09:40 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

#5 - 01/17/2017 05:22 AM - Spheniscine

This bug doesn't only happen with launch clamps, but happens if you have any part that is "left behind" when the vessel is launched; e.g. if you put a decoupler on the bottom of the first stage engine and stage it with the engine.

Files

persistent.sfs	22.3 KB	08/24/2015	rudi1291
screenshot82.png	922 KB	08/25/2015	featherwinglove
screenshot83.png	257 KB	08/25/2015	featherwinglove