

Kerbal Space Program - Bug #5766

kerbonaut experience reset after crash

11/01/2015 04:10 AM - bjarthur

Status:	Updated	Start date:	11/01/2015
Severity:	Low	% Done:	10%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.0.4	Language:	English (US)
Platform:	OSX	Mod Related:	No
Expansion:			

Description

i accidentally crashed on the surface of kerbal. the crash log window came up. i chose to revert to launch. jebediah's experience was reset to nothing. previously he had one star and was halfway to a second.

History

#1 - 07/17/2016 09:39 AM - TriggerAu

- Status changed from New to Needs Clarification

#2 - 01/31/2017 01:45 AM - ASittingDuck

- Status changed from Needs Clarification to Updated

- % Done changed from 0 to 10

#3 - 01/31/2017 01:47 AM - ASittingDuck

After a kerbal like Jebediah goes MIA and then is resurrected while playing in career mode, his previously gained experience does not come back with him. In addition he doesn't seem to gain any more experience through regular activities that he had previous completed such as orbiting Kerbin, orbiting and landing on Mun and Minmus, The abilities that he had in terms of maneuvers vector hotkeys are not available for use either. (This was on Windows so this does not apply to OSX)