

Kerbal Space Program - Bug #7149

Part test contract fulfilment under invalid circumstances

03/03/2016 04:17 PM - AlastairCodd

Status:	Needs Clarification	Start date:	03/03/2016
Severity:	Very Low	% Done:	0%
Assignee:			
Category:			
Target version:			
Version:	1.0.5	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Subject: Part test contract fulfilment under invalid circumstances

Description: When asked to test a part under specific circumstances, it is possible to circumvent the requirements when testing engines. Contract note says that the part must be activated through the staging menu to fulfil the contract, but the engine may be already be firing.

Steps to Replicate:

- 1) Get a contract to test an engine at a certain altitude
- 2) Create a craft capable of transporting the engine to the required altitude
- 3) Activate the engine by right clicking on it before the correct altitude has been reached
- 4) Wait until the craft is at the correct altitude, and the indicator in the contract view has turned green
- 5) Activate the engine through staging by pressing the spacebar. The contract will be completed.

Expected: Either the contract should be completed on reaching the desired altitude with the engine active, or the contract should not be completed if the engine is already active.

Result/Observed: Tested with a solid rocket engine, may not hold with liquid propellant engines.

History

#1 - 07/17/2016 09:44 AM - TriggerAu

- Status changed from New to Needs Clarification