

Kerbal Space Program - Bug #7176

Destroyed Astronaut Complex allows hiring Kerbals

03/05/2016 10:02 AM - rudi1291

Status:	Confirmed	Start date:	03/05/2016
Severity:	Low	% Done:	10%
Assignee:			
Category:	Buildings		
Target version:			
Version:	1.0.5	Language:	English (US)
Platform:	Linux, OSX, Windows	Mod Related:	No
Expansion:			

Description

Description: Even if the astronaut complex was destroyed, you can enter it through SPH/VAB and hire Kerbals.

Reproduction:

1. Destroy the astronaut complex. (Either by crashing something into it so that it gets destroyed or by using "Whack-a-Kerbal" from the cheat menu)
 2. Don't repair it, instead enter SPH/VAB.
 3. Load or build a craft, so that the "Crew" tab gets active.
 4. Click on the crew tab and then "Enter Astronaut Complex".
- You can now hire Kerbals.

Tested in Career and Sandbox, with each level Astronaut Complexes.
This won't repair the Astronaut Complex.

History

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

- Status changed from New to Needs Clarification

#2 - 08/27/2016 12:30 PM - MiniMatt

- Status changed from Needs Clarification to Updated

- % Done changed from 0 to 10

Yep, can replicate in v1.1.3 Win x64 with a brand new career save following the replication steps Rudi lists above.

#3 - 03/15/2019 12:33 PM - BillKerman123

I can confirm this bug is still active in 1.6.1 as of the 15th of March 2019 (On OSX and Windows, I have not checked Linux).

#4 - 03/15/2019 12:34 PM - BillKerman123

- Status changed from Updated to Confirmed

- Platform OSX added