

## Kerbal Space Program - Bug #9364

### Completed contract notifications remain after reverting

04/21/2016 01:36 AM - Kirk

<b>Status:</b> Closed	<b>Start date:</b> 04/21/2016
<b>Severity:</b> Low	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>Version:</b> 1.1.0	<b>Language:</b> English (US)
<b>Platform:</b> Windows	<b>Mod Related:</b> No
<b>Expansion:</b>	

#### Description

After completing a contract or a world's first milestone, and then reverting to launch or VAB, the notifications remain. It does revert the actual contracts being completed.

#### Related issues:

Related to Kerbal Space Program - Bug #9391: I got Achievement and Contract C... **Duplicate** **04/21/2016**

#### History

##### #1 - 04/21/2016 07:11 PM - Lysius

Also reported as 1.1prerelease Bug #8657

##### #2 - 04/22/2016 12:14 AM - Kirk

Hmm, I though I had looked at all the tickets involving the word "revert".

##### #3 - 04/22/2016 12:51 AM - Kirk

Oh, I get it now. The search function only works on the branch you're in.

##### #4 - 04/22/2016 01:38 AM - CattyNebulart

- Status changed from New to Confirmed

- % Done changed from 0 to 10

I can confirm this being the case, I experienced the same.

##### #5 - 04/22/2016 04:37 PM - sal\_vager

- Related to Bug #9391: I got Achievement and Contract Credit for a reverted mission added

##### #6 - 05/06/2016 05:03 AM - Stratagerm

Confirmed in 1.1.2. Very easy to reproduce.

##### #7 - 07/17/2016 09:55 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

##### #8 - 10/13/2016 12:22 PM - sal\_vager

- Status changed from Needs Clarification to Ready to Test

- % Done changed from 0 to 80

Should be fixed in 1.2

##### #9 - 11/18/2016 08:16 PM - JPLRepo

- Status changed from Ready to Test to Closed

- % Done changed from 80 to 100

Closing. No response.