

Kerbal Space Program - Bug #13177

GetModuleMass is called constantly regardless of value returned by GetModuleMassChangeWhen

11/02/2016 11:18 PM - rspeed

Status:	New	Start date:	11/02/2016
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Plugins/Add-Ons		
Target version:			
Version:	1.9.1	Language:	English (US)
Platform:	OSX	Mod Related:	No
Expansion:	Core Game		

Description

Parts that implement the IPartMassModifier interface have a GetModuleMass method which is expected to be called on the schedule specified by GetModuleMassChangeWhen. However, the method is called *constantly* even when GetModuleMassChangeWhen returns ModifierChangeWhen.FIXED or ModifierChangeWhen.STAGED. Based on the documentation, when using the FIXED schedule, the method should only be called once when a vehicle is brought to the launch pad or runway. Similarly, on the STAGED schedule it should only be called immediately before and immediately after each staging event.

I have observed this behavior in both 1.2 and 1.2.1.

History

#1 - 03/04/2017 01:27 AM - rspeed

This behavior is still present in 1.2.2.

#2 - 04/25/2020 08:30 AM - rspeed

- Version changed from 1.2.1 to 1.9.1

- Expansion Core Game added

This is **still** happening in 1.9.1. Here's the stack trace:

```
SpeedyRockets.ModuleSpeedyBallast:GetModuleMass (Single, ModifierStagingSituation)  
Part:UpdateMass ()  
Part:FixedUpdate ()
```

Why is FixedUpdate calling UpdateMass? Isn't the entire point of that to *not* call it?