

## Kerbal Space Program - Bug #13257

### Science containers need lower Priority for checking

11/19/2016 01:26 AM - Vorg

<b>Status:</b>	Confirmed	<b>Start date:</b>	11/19/2016
<b>Severity:</b>	Low	<b>% Done:</b>	10%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	1.2.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

If you put 2 or more Science containers on a craft to collect duplicate data for use in lab for example, The science can will first check other science containers when told to check data. Then when it goes to check science parts, it won't collect because it has matching data already. If have to ether manually move the data from the can to a crew pod or manually collect the data and store in the second can.

#### History

##### #1 - 11/19/2016 09:30 PM - jd284

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Agreed, this annoying, especially now that labs eat the experiments rather than allowing them to be reused. So you always have to collect extra copies for the labs in addition to what you return home.

##### #3 - 03/16/2017 11:24 AM - Jebs\_SY

May I push this? Any chance to lower the pull priority for other containers when "collect all" for KSP 1.3? :)