

Kerbal Space Program - Bug #13570

Convert-O-Trons (250 & 125) can *each* have multiple production modes active simultaneously (e.g. "Lf+Ox" and "LqdFuel"), adding to throughput.

01/12/2017 01:21 PM - Z3R0Gravitas

Status:	Confirmed	Start date:	01/12/2017
Severity:	Normal	% Done:	10%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.2.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

A single unit can have any (or all) of it's processing modes selected at once, via the part's interface (in flight). Their consumption/production rates appear independent, therefore supplemental, like having 2-4 convert-o-tron units for the price, mass and size of a single one. Additional power is used and heat produced too (as expected, at least). See Gif:

<https://gfycat.com/MellowSimplisticInexpectatumpleco>

Indicated by staff (sal_vager) on forum to be unintended function, despite having been observed by players at least as far back as 18 months ago.

<http://forum.kerbalspaceprogram.com/index.php?/topic/154845-convert-o-tron-isru-modes-produce-in-parallel-for-increased-output-intended/&do=findComment&comment=2919015>

History

#1 - 01/12/2017 06:45 PM - AlffromKerbal

- Status changed from New to Confirmed

- % Done changed from 0 to 10

I never thought of it as a bug but a feature. Since max. cooling is 500Å°C, it doesn't make much sense to activate more than 2 processing modes. Also, the interface is showing all modes and status if they are on or off, which would let me think, that parallel activation would be intended.

If this is a bug and is getting fixed, a single line with a switch would suffice to show and cycle through modes (including "off") similiar to reaction wheels.

#2 - 01/19/2017 07:09 AM - Z3R0Gravitas

Edit 2017-01-19: Explained to be deliberate feature by RoverDude on forum:

<http://forum.kerbalspaceprogram.com/index.php?/topic/154845-convert-o-tron-isru-modes-produce-in-parallel-for-increased-output-intended/&do=findComment&comment=2921422>

Please close issue.

#3 - 01/29/2017 06:47 PM - Warezcrawler

I made a mod restricting this if you are interested.

<http://forum.kerbalspaceprogram.com/index.php?/topic/152667-122-gtindustries-updated-20-01-2016/#comment-2866210>

I like having the option as stock is, as well as restricting it with a simple mod.