

Kerbal Space Program - Bug #15429

Atmospheric resource harvester changes in 1.3

06/08/2017 10:28 PM - gordonf@pan-am.ca

Status:	Closed	Start date:	06/08/2017
Severity:	Low	% Done:	100%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.3.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Since atmospheric resource harvesters are not a stock part this might be a mod-related question, but type 2 (atmospheric) is still a stock mode for ModuleResourceHarvester.

In KSP 1.2.2, a craft with a surface speed of zero and an atmospheric harvester could still harvest a fixed amount of an atmospheric resource. I've attached an example 'air intake,' cloned from the CircularIntake stock part, that harvests a type 2 resource from the atmosphere as long as the resource is in the air. In KSP 1.2.2, this should harvest at least MinAbundance percent of what the corresponding stock air intake would harvest in IntakeAir.

In KSP 1.3.0, this part will not harvest anything if stationary, even if deployed and started. It will start harvesting if the craft starts moving and surface speed becomes non-zero. Even a craft wobbling on launch clamps would do, but once the wobble settles the rate becomes zero. Setting airSpeedStatic as non-zero doesn't make a difference.

To reproduce this problem on the launch pad or runway in the stock game, you'd first need to define an atmospheric resource, then establish an abundance value for it for Kerbin. Then build a craft that uses this harvester. Observe the harvesting rates when stationary and when moving.

I've attached a zip file that you can drop into a stock game's GameData folder that will introduce an atmospheric resource (Explosionium Vapour) and a part that harvests it (CircularIntakeExV). These config files are not localized, but they do work in 1.3 in en-us. You should be able to drop this into 1.2.2 and 1.3.0 to compare the two versions. With Kerbin's MinAbundance and MaxAbundance set to 100, you should get the same harvesting rates for CircularIntake with IntakeAir, and CircularIntakeExV with ExpVapour, at all surface speeds.

History

#2 - 07/24/2019 03:18 PM - Robert.Keech

- Status changed from New to Updated

- % Done changed from 0 to 10

Issue no longer occurs

#3 - 07/24/2019 03:19 PM - Robert.Keech

- Status changed from Updated to Not a Bug

- % Done changed from 10 to 0

#4 - 07/24/2019 03:19 PM - Robert.Keech

- Status changed from Not a Bug to Confirmed

- % Done changed from 0 to 10

#5 - 07/24/2019 03:19 PM - Robert.Keech

- Status changed from Confirmed to Updated

#6 - 07/24/2019 03:19 PM - Robert.Keech

- Status changed from Updated to Resolved

- % Done changed from 10 to 100

#7 - 07/24/2019 03:59 PM - chris.fulton

- Status changed from Resolved to Closed

Files

BugTrackerExamples.zip	2 KB	06/08/2017	gordonf@pan-am.ca
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