Kerbal Space Program - Bug #2018

Communication devices transmission speed display bug

01/05/2014 12:58 PM - Hamster

Status:	Closed		**Start date:**	01/05/2014
Severity:	Low		**% Done:**	100%
Assignee:				
Category:	Parts			
Target version:				
Version:	0.23		**Language:**	English (US)
Platform:	Any		**Mod Related:**	No
Expansion:				

Description

The data transmitters bandwidth values are wrong.
Example:
from part.cfg
title = Comms DTS-M1
packetInterval = 0.3
packetSize = 2

Displayed value in game: 0.6Mbit/Sec
which is wrong, since calculating the speed is: MBit divided by time.
In game it's multiplied, not divided. So the code is most likely:
packetSize * packetInterval , and it should be: packetSize / packetInterval

So in game it seems that every new antenna is slower and requires more energy to operate. But that's not the case.

History

#1 - 01/12/2014 12:57 AM - TruePikachu

- Status changed from New to Confirmed

- % Done changed from 0 to 10

"In game it's multiplied" - only for the displayed value in the parts catalog, it preforms in flight as per the config file.

#2 - 05/13/2015 11:42 AM - xZise

Okay after the 1.0.2 release I rechecked it and it's still a valid bug. I've send 174 Mits of data in 53.3 seconds with a Communotron 16 which is about 3.33 Mits/s which is what I get: 2 Mit/packet/0.6 seconds/packet = 3.33.. Mit/second

And this is exactly what the author suggested and only applies to the tooltip.

#3 - 07/17/2016 09:29 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

#4 - 11/11/2016 01:25 PM - sal_vager

- Status changed from Needs Clarification to Ready to Test

- % Done changed from 0 to 80

Antenna were reworked for commnet in 1.2

#5 - 12/03/2016 08:01 PM - JPLRepo

- Status changed from Ready to Test to Closed

- % Done changed from 80 to 100