

## Kerbal Space Program - Bug #20267

### Fuel disappearing when locking and unlocking tanks really fast.

10/20/2018 04:21 PM - dok\_377

<b>Status:</b>	Closed	<b>Start date:</b>	10/20/2018
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>	1.6.0		
<b>Version:</b>	1.5.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

How to reproduce: take the fuel tank and start locking and unlocking the tank really fast. See this clip for reference:  
<https://clips.twitch.tv/CaringPlacidAlbatrossPraiselt>

#### History

##### #2 - 12/20/2018 07:44 PM - joshua.collins

- Status changed from New to Ready to Test
- Target version set to 1.6.0
- % Done changed from 0 to 80

##### #3 - 04/03/2019 01:07 AM - Anth12

- Status changed from Ready to Test to Needs Clarification
- % Done changed from 80 to 0

I had a play with trying to resolve this bug however, sometimes its very hard to replicate in 1.5.1.

I was able to do it but not consistently.

Can I have more information on why its emptying the tank at times?

I'm assuming its got something to do with the code relating to the ore tanks....?

I want to be able to repeat this bug way easier if possible so I can figure out if its truly resolved.

##### #4 - 04/03/2019 12:20 PM - dok\_377

Anth12 wrote:

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Well, as far as I know, it was fully fixed in the 1.6 release. It's stated in the release notes: Fix fuel being drained from tanks when fuel availability icon is double-clicked. As for why it happened, I have no idea. Since that fix I never encountered this bug nor saw anybody encounter it either. So I guess it's completely fixed now. I think this report can be marked as resolved.

##### #5 - 04/06/2019 12:10 AM - Anth12

I cant just assume its fixed.

I need proof.

I can reproduce it in 1.5.1 but it doesn't happen all of the time, which means in 1.6.1 I could miss that the bug is still happening.

Its something to do with locking the tank, waiting for a bit then clicking on it again, with the action menu above the tank.  
Or it just never triggered by some fluke when trying other possibilities

Thats why I wanted more information from the devs themselves.

**#6 - 04/06/2019 06:43 PM - dok\_377**

Anth12 wrote:

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Its something to do with locking the tank, waiting for a bit then clicking on it again, with the action menu above the tank.  
Or it just never triggered by some fluke when trying other possibilities

Thats why I wanted more information from the devs themselves.

I didn't just assume it got fixed either, I copypasted the line from the 1.6 release notes. It's from the developers. If you don't trust developers (which, to be fair, is totally justified, considering previous releases) then more power to you.

**#7 - 08/09/2019 10:20 PM - chris.fulton**

- *Status changed from Needs Clarification to Resolved*

- *% Done changed from 0 to 100*

**#8 - 08/09/2019 10:20 PM - chris.fulton**

- *Status changed from Resolved to Closed*

Closing, QA has not been able to reproduce this issue for some time and in effort of the database cleanup that is underway this bug is being closed.