

## Kerbal Space Program - Bug #25677

### Comet Harvester not working

07/02/2020 12:45 PM - ShadowZone

<b>Status:</b>	Closed	<b>Start date:</b>	07/02/2020
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Resources		
<b>Target version:</b>	1.10.1		
<b>Version:</b>	1.10.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux, Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

#### Description

I grabbed onto a comet with a vessel.

"Start Comet Harvester" does not do anything, I also don't get an information what's wrong or missing in the PAW.

I then cheated the exact same vehicle to the same comet and attached it, it works.

Then I transferred crew to the new vehicle, scuttled the old and then the new vehicle exhibits the same weird behavior.

Problem in action:

<https://www.youtube.com/watch?v=AbW051h9ziA>

Attached:

Craft file

Save game

#### History

##### #1 - 07/02/2020 12:48 PM - ShadowZone

- File *tmp.craft* added

Second craft file without mods. This is the one that worked at first but then did not after detaching the older one.

##### #2 - 07/02/2020 03:51 PM - RafaHdz

- Status changed from *New* to *Confirmed*

- % Done changed from 0 to 10

Confirmed. Drill works normally when grabbing an Asteroid. Grabbing a Comet, the drill moves briefly and then stops.

##### #4 - 07/05/2020 01:54 AM - Technophant

- File *Asteroid Miner 2.craft* added

- File *persistent.zip* added

Created an account to say ME TOO and this should be moved up in priority. Cheated a rendezvous with two different comets in this craft and once attached, the drill lowers, says "harvest comet", starts for half-second then quits, does not mine any ore. I troubleshooted any issues including contact locations and angles. Tried this craft with two other asteroids and it works fine.

The save file has one miner attached to a comet that's leaving the system and two attached to an asteroid orbiting Ike.

There's also an error with naming the comets. once I attached my craft it went from comet S-something to a random asteroid name. Mods used in craft, none. Mods used in game EVE, Lynx. Career mode not part of contract. Have not tried in other modes or as mission.

##### #5 - 07/12/2020 10:48 AM - arctangent

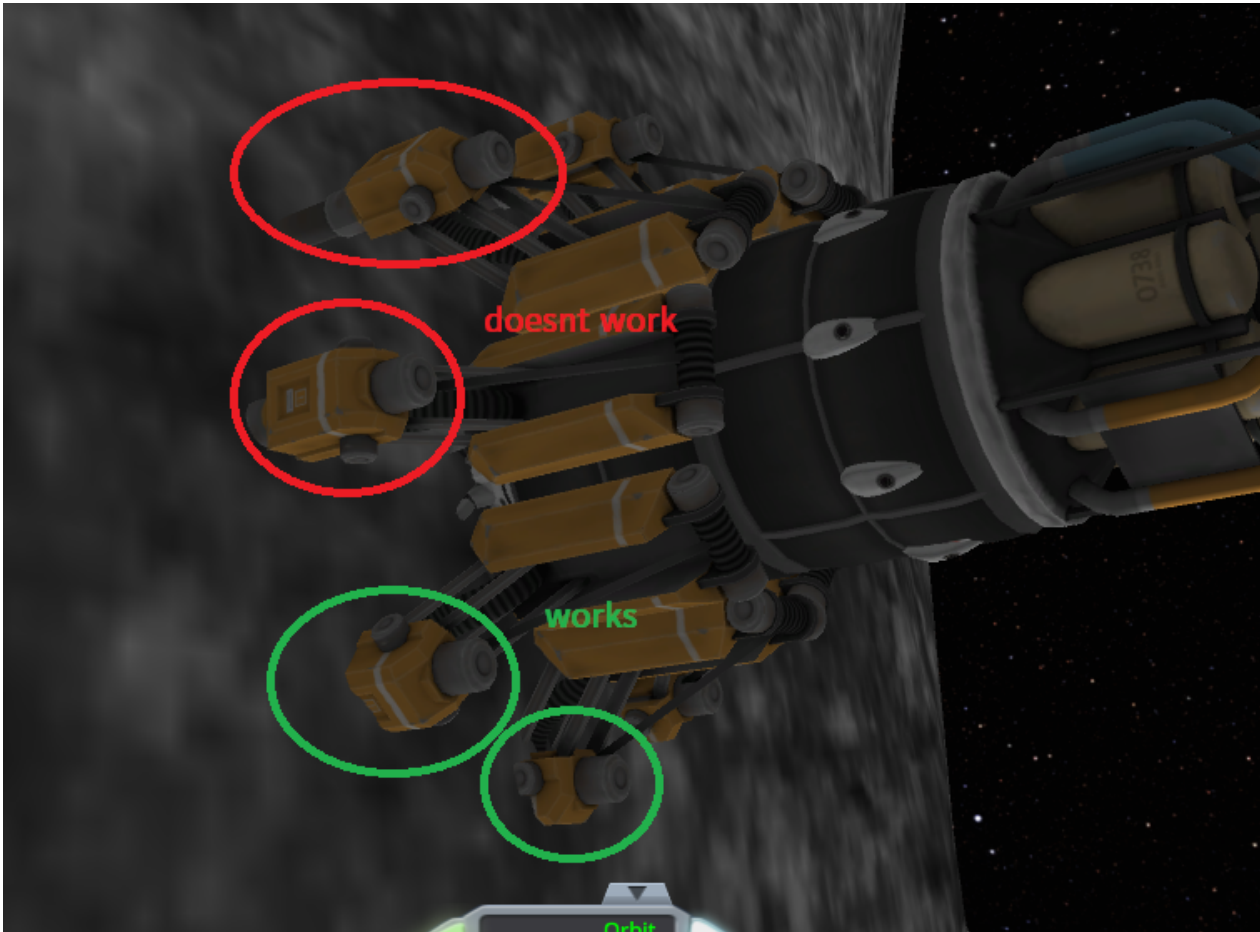
- Platform *Linux* added

I think the problem is that the comet harvester copied the *ImpactRange* from the mini drill rather than from the large drill's asteroid harvester (1.5 rather than 5). .../GameData/Squad/Parts/Resources/RadialDrill/RadialDrill.cfg line 135

#6 - 07/13/2020 12:03 AM - simyo

- File Untitled.png added

I did test this and the range seems to be an issue here.  
Please consider this screenshot:



#7 - 07/28/2020 09:19 PM - ShadowZone

I was able to harvest a comet in 1.10.1

Anyone else can confirm that it is fixed?

#8 - 08/04/2020 09:21 PM - arctangent

Seems fixed for me too.

#9 - 08/27/2020 11:44 AM - just\_jim

- Status changed from Confirmed to Being Worked On

- % Done changed from 10 to 30

#10 - 08/27/2020 11:45 AM - just\_jim

- Status changed from Being Worked On to Ready to Test

- Target version set to 1.10.1

- % Done changed from 30 to 80

#11 - 08/27/2020 11:45 AM - just\_jim

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

#12 - 01/29/2021 02:00 PM - victorr

- Status changed from Resolved to Closed

## Files

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Comet Catcher.craft	642 KB	07/02/2020	ShadowZone
persistent.sfs	764 KB	07/02/2020	ShadowZone
tmp.craft	317 KB	07/02/2020	ShadowZone
Asteroid Miner 2.craft	230 KB	07/05/2020	Technophant
persistent.zip	447 KB	07/05/2020	Technophant
Untitled.png	405 KB	07/13/2020	simyo