

## Kerbal Space Program - Bug #2568

### RequestResource returns 0 for request values below 0.0001

06/18/2014 01:10 PM - Snjo

<b>Status:</b>	Closed	<b>Start date:</b>	06/18/2014
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	0.23.5	<b>Language:</b>	English (US)
<b>Platform:</b>	Any	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

When using Part.requestResource (any of the varieties), asking for a small amount will return 0, and thus causes bugs in custom modules expecting an accurate return value.

To test, ran this code:

```
if (Input.GetKeyDown(KeyCode.K)) {
for (float i = 0.000006f; i < 0.000016f; i += 0.000001f) {
Debug.Log("requesting " + i + ", got " + part.RequestResource("ElectricCharge", i));
}
}
```

which returned:

```
...
requesting 8E-06, got 0
requesting 9E-06, got 0
requesting 1E-05, got 1E-05
requesting 1.1E-05, got 1.1E-05
...
```

The function takes a float, or even a double as the input, so you would expect it to handle precisions much, much higher than this.

#### History

##### #1 - 07/17/2016 09:26 AM - TriggerAu

- Status changed from New to Needs Clarification

##### #2 - 08/09/2016 10:56 AM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention