

# Kerbal Space Program - Bug #28208

## Resource Transfer Rate Bug

07/07/2021 09:49 AM - Deepspeed

<b>Status:</b>	Confirmed	<b>Start date:</b>	07/07/2021
<b>Severity:</b>	Low	<b>% Done:</b>	10%
<b>Assignee:</b>			
<b>Category:</b>	Resources		
<b>Target version:</b>			
<b>Version:</b>	1.12.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

### Description

Win-64, no mods, all DLC, latest updates.

There is a problem with the rates which resources are transferred. This has always been weird, but it seems to change with updates.

So the logic of this process seems to happen like this:

Take two huge fuel tanks and transfer between them, it goes really fast. Like 1000 units of fuel per second. Now take that same huge tank and transfer from it into 8 tiny tanks simultaneously. These tanks can equal 1/50th of the volume of the big tank, but still take 5x longer or more to fill up the smaller tanks. If you have 10 radial ore tanks being filled from a huge ore tank, you may as well go for a smoke break!

Same goes for ore, monoprop, etc. Transferring to/from groups of small tanks takes insane amounts of time.

However, sometimes certain tanks will absorb all the resources from a dozen small tanks in moments while others may take several minutes to transfer in the exact same way. It's really frustrating to be able to transfer 1500 ore between two large tanks quicker than I could transfer 300 ore from the same tank into smaller radial tanks.

I notice when moving something from a huge tank to a small tank, the speed is limited by the small tank intake speed, which is fine, but then when I open multiple small tanks, this preset transfer speed of 1 tank is divided by the number of tanks on that side of the transfer, regardless of the fact that the larger tanks can output at higher rates and the smaller ones can all receive at higher rates...

I suggest adjusting the logic to ensure that the limiting factor is the transfer speed limit of each tank and not the limit of the smallest tank divided by the number of open tanks.

When running a mining operation on minmus, this stuff becomes overly apparent and annoying. I have to transfer fuel, ore, and monoprop from the base to a rover, then to a transport ship, then to a space station, then to orbital fuel haulers, and eventually other stations. All that transferring takes FOREVER when working with groups of tanks.

Can we please have a more reasonable system? Just have transfers happen at the same speed (15% per second, etc), or a speed relative to the volume per second limits on each tank of anything being transferred, independent of how many tanks are open at any given time. My idea would be to keep track of exactly how much is moving to/from any tank at any time even if they have multiple tanks filling/taking from it. And then increase transfer speeds to hit the max volume limit of the lowest common denominator.

### History

#2 - 07/07/2021 05:22 PM - RafaHdz

- Status changed from New to Confirmed

- % Done changed from 0 to 10