

Kerbal Space Program - Bug #5447

Mobile Processing Laboratory Data Consumption

09/23/2015 01:34 PM - Skeltek

Status:	Updated	Start date:	09/23/2015
Severity:	Very Low	% Done:	10%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.0.4	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			
Description			
A controled spacelab does not consume Data for generating science below 100x warp.			
Gamemode: Hard Tested with constellation: Spacelab in Kerbin Orbit with 8 solar panels facing towards the sun Power generation: 2.62 Power Consumption: 5.00 Kerbin Apoapsis: 80km Kerbin Apoapsis: 180km aproximately 485/500 Data Rate: 1.6336 sci/day 2 lvl 2 scientists on board			
Issue: The lab does not consume any data for generating science when warp is at 50x. Data consumption kicks in upon reaching 100x warp (does not seem to consume data while temporary at 90x for example).			
Minor issue, since Science generation is extremely low at that warpspeed and point of game progress. Letting the game run while afk can generate lots of free science though. Had no possibility to test with different vessel setup.			
My guess is there is a 10-15% chance the data is not consumed because of the insufficient power supply. In particular: My guess was that maybe generating science consumes power, but there is not enough power left to process the data consumption at lower warp speeds. (Though I stronly dont believe the two have seperate power processing). Still, there is not much other explanation for this gamemechanic-wise.			

History

#1 - 07/17/2016 09:39 AM - TriggerAu

- Status changed from New to Needs Clarification

#2 - 07/18/2016 04:36 PM - Alchemist

- Status changed from Needs Clarification to Updated

- % Done changed from 0 to 10

Checking in 1.1.3:

1x/physics warp - no data consumed, science produced

5x warp - no data consumed, science produced

10x warp and above - data consumed at 1:5 ratio to the science produced

#3 - 02/12/2021 07:10 AM - Crazy1

Same behavior in v1.11.1 described by Alchemist.