

Kerbal Space Program - Bug #10125

Asteroid mining drill reporting 100% load even if ore tanks are full

07/19/2016 05:40 PM - Alchemist

Status:	New	Start date:	07/19/2016
Severity:	Low	% Done:	0%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.1.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			
Description			
Partially related to Bug #5250 - the fix left some related issues unaddressed			
When ore containers are filled, the actual ore depletion of the asteroid now matches the amount of ore actually being stored (and then processed), however the asteroid drill continues to report 100% (or whatever limited by other factors) load, which also gives full heat production and power consumption way beyound the actual work done by the drill. Even if the drill is actualllly producing nothing, when the storage is full and the converters are off.			
<i>In comparison, surface drill reports actual load (and has its power consumption and heat production scaled to it) limited by the ability to store the ore in such situations with full ore tanks, that is being limited by ore conversion rate if ISRU converters are active and completely stopping if no ore is consumed.</i>			