Kerbal Space Program - Feedback #13096

"ElectricCharge generated but storage lacking" with HECS II et al

10/23/2016 08:01 PM - Nebbie

Status:	New			
Severity:	Very Low			
Assignee:				
Category:	Controls and UI			
Target version:				
Version:	1.2.0	**Language:**	English (US)	
Platform:	Linux, OSX, Windows	**Mod Related:**	No	
Expansion:				

Description

While it might've made a good rule before, just checking for the existence of batteries isn't that great now that we have a probe core with 1k EC storage. The engineer's report should check something like the actual cumulative EC storage versus EC consumption if everything's at max, not just whether batteries exist versus whether consumers exist.

Note that the present behavior also results in no warning for, say, having a probe core with just 15 EC storage, one small battery, one small solar panel, and *eight mining drills*.

History

#1 - 10/24/2016 02:50 AM - JPLRepo

- Tracker changed from Bug to Feedback

- Severity changed from Low to Very Low

Changed to feedback. as this is not actually reporting any bug but is a request to change engineers reports.

#2 - 12/03/2016 09:18 PM - Ruedii

As a comment, I would think it should look for total electric charge storage to determine if storage is sufficient.
I would presume 200ec" is sufficient for crafts without a device that consumes electric charge quickly such as a science lab, ion rocket or wheels. If such a device is on the craft, the number should be increased to 800ec.