

Kerbal Space Program - Bug #13385

Asteroid mining does not preserve mass if more than one resource is in the asteroid

12/07/2016 10:52 AM - Hexicube

Status: Not a Bug	Start date: 12/07/2016
Severity: Low	% Done: 0%
Assignee:	
Category:	
Target version:	
Version: 1.2.2	Language: English (US)
Platform: Windows	Mod Related: No
Expansion:	
Description	
<p>The issue appears to be because you check if there's space for any resource and set a flag to allow all resources to be mined. This is the offending code inside ModuleAsteroidDrill:</p> <pre>Removed as decompiling code breaks the EULA</pre> <p>It should be this instead:</p> <pre>Removed as decompiling code breaks the EULA</pre> <p>This will prevent the overall mass decreasing, by preventing resources that cannot be contained from being mined. It will also increase energy consumption if multiple resources are being mined with storage for them.</p> <p>There should also be a variable to dictate which resource the harvester is for, as in the current state the drill will mine every resource simultaneously.</p>	
Related issues:	
Related to Kerbal Space Program - Bug #13386: Asteroid mining does not preser...	Not a Bug 12/07/2016

History

#1 - 12/07/2016 10:59 AM - sal_vager

- Project changed from Kerbal Space Program to KSP Develop
- Category deleted (35)
- Resolve when Fixed On set to Single Reported Platform

Fnord

#2 - 12/07/2016 01:00 PM - RoverDude

This is actually not a bug, at least not as described.

How asteroid processing works is this: It first checks to see if there is any potential storage available for any of the resources that it contains.

If so, it will create a recipe that includes all of these resources at the appropriate ratio, and dump the corresponding amount of mass.

If there is no storage for said resources, they are vented into space (which prevents some potential exploits/shenanigans).

Assume an asteroid that is 50% ore, 25% unobtainium, and 25% ice. Your vessel only has Ore and Ice storage. When drilling, for each 1 ton of asteroid mass that drops, you will receive 0.75 tons of resources (0.5t of ore, 0.25t of ice). The remainder (the Unobtainium) is vented into space as slag.

This is 100% by design.

#3 - 12/07/2016 01:03 PM - sal_vager

- Project changed from KSP Develop to Kerbal Space Program
- Status changed from New to Not a Bug
- Severity changed from High to Low

- % Done changed from 0 to 100

Setting to not-a-bug.

#5 - 12/07/2016 01:05 PM - sal_vager

- Description updated

#6 - 12/07/2016 01:09 PM - sal_vager

- Related to Bug #13386: Asteroid mining does not preserve mass if more than one resource is in the asteroid added

#7 - 12/07/2016 01:37 PM - Hexicube

In that case, perhaps the issue should be changed to feedback instead of closing it?

The dumping of resources is completely silent, and given that it took a good half hour of digging around in my installation to find the root cause I can imagine someone getting confused about it. Not mining the resources in the first place would avoid confusion, and would still prevent any issues involving storing resources that have no containers for it.

#8 - 05/28/2017 09:32 AM - IanNewbie

- File Kerbal Space Program.7z added

How do I submit a KSP error raised from Steam. Like the attached ones. I am not able to locate the method to create one so am attaching to this one

Files

Kerbal Space Program.7z	86 KB	05/28/2017	IanNewbie
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