Kerbal Space Program - Bug #13386

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

12/07/2016 12:14 PM - Hexicube

Status:	Not a Bug	**Start date:**	12/07/2016
Severity:	Normal	**% Done:**	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.2.2	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:			

Description

If an asteroid has more than one ModuleAsteroidResource attached and some (but not all) have storage available on the vessel, all resources are mined and the ones that lack storage are dumped.

The issue comes from ModuleAsteroidDrill, inside PrepareRecipe; Once space is detected for any resource, a flag is set that permits every resource to be mined without checking each resource separately. This is not an issue with mods themselves, even though they are required for it to manifest.

If need be, I can show the section of the code inside ModuleAsteroidDrill that causes the issue as well as provide a suitable replacement.

Replicating the issue:
1. Modify PotatoRoid to contain a second resource by copying the ModuleAsteroidResource and setting the resource to XenonGas.
2. Launch a vessel with storage for either Ore or XenonGas (but not both), a drill, preferably a lv5 engineer (speeds things up), a klaw, and thermal control.
3. Locate an asteroid, preferably class A (more likely to show 2 decimals).
4. Attach to the asteroid, note down the mass after attaching, and start mining.
5. Once tanks are full, compare your mass against what was noted down.
Note: The mass fluctuates when using time warp, ignore discrepancies from a different time warp amount.

Step 1 causes the issue to manifest, steps 2 through 5 demonstrate it.

Related issues:

Related to Kerbal Space Program - Bug #13385: Asteroid mining does not preser...	**Not a Bug**	**12/07/2016**

History

#1 - 12/07/2016 01:09 PM - sal_vager

- Status changed from New to Not a Bug

- % Done changed from 0 to 100

Sorry to have to tell you this Hexicube but according to the developer this is not a bug, please see here #13385

#2 - 12/07/2016 01:09 PM - sal_vager

- Related to Bug #13385: Asteroid mining does not preserve mass if more than one resource is in the asteroid added