

Kerbal Space Program - Bug #15068

AddThermalFlux() / AddSkinThermalFlux() being reduced to half

05/01/2017 07:38 AM - Starwaster

Status:	Moot	Start date:	05/01/2017
Severity:	Low	% Done:	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.2.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Flux added to skin or internal through AddThermalFlux() and AddSkinThermalFlux is being cut in half. It is literally necessary to pass in double the desired amount flux when adding or removing. (this can be seen in the thermo debugging for internal flux)

History

#1 - 06/18/2018 12:54 PM - Starwaster

- Status changed from New to Moot

This has already been resolved and might even be a duplicate issue. (could be wrong but I think an issue on this has already marked resolved)