Kerbal Space Program - Bug #19530

tanks explode when transfering fuel/ore to them

08/15/2018 04:31 AM - tandeejay

Status:	Confirmed		**Start date:**	08/15/2018
Severity:	Low		**% Done:**	10%
Assignee:				
Category:	Parts			
Target version:				
Version:	1.4.5		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:	Core Game			

Description

What happens: When transferring ore to small ore tanks that are radially mounted and attached to a stack of Z1-K batteries, one of the tanks explodes partway through transfering the 5th tank.

How to reproduce:

- In VAB start with an probodobodyne HECS2 probe core on a stack of 8 z1-k batteries
- place a clamp-o-tron docking port on the bottom of the stack of batteries
- attach a 2nd clamp-o-tron to the 1st clamp-o-tron ensuring they are connected as per normal docking port operations
- attach a Rockomax brand adapter 02 to the bottom of the clamp-o-tron
- attach a Rockomax Jumbo fuel tank to the adapter
- use 6 way radial attachment to attach 6 small holding tanks to the stack of batteries
- use 6 way radial attachment to attach 6 small holding tanks to the Rockomax Jumbo fuel tank
- set the Rockomax attached small holding tanks to full (300 units of ore each) (ensure the battery attached holding tanks remain empty)
- launch vessel
- right click 1 tank from the top set of ore tanks (battery attached) and alt right click one tank from the bottom set of ore tanks (rockomax attached), and transfer all of the ore
- repeat transfer for each of the remaining sets of tanks.
    - as ore is transferred between the 5th set of tanks, the upper module begins to vibrate excessively until an ore tank explodes

Notes:

- The battery stack can be replaced with an FL-T400 tank with the same effect
- this also happens in orbit. - I discovered the issue when trying to transfer ore from an ore transporter to tanks attached to a Mun orbit station.
- to test in orbit, place vessel in Mun orbit before transferring the ore.
- setting the battery attached tanks to full in the VAB causes the tanks to immediately explode on launch
- in launch-pad testing, the above setup does not explode if the 2 sets of tanks are directly connected rather than connected via the clamp-o-trons
- Reference discussion about this in https://forum.kerbalspaceprogram.com/index.php?/topic/177322-exploding-ore-tanks/x%x%
- The original post and video link in the forum thread was with the mod KER installed.
- all subsequent testing has been performed with a stock game install.

Versions Affected:

Only came across this issue after upgrading to 1.4.5

History

#1 - 08/15/2018 05:57 AM - Anonymous

- File boom.craft added

- Status changed from New to Confirmed

- % Done changed from 0 to 10

For me, no docking ports are needed, simply attaching a ring of heavy (3t) things to one light thing (0.1t). The central light thing seems to be bounced

around between its heavy children. The problem existed in version 1.3.1 (and maybe earlier).

Files

boom.craft	10.4 KB	08/15/2018	Anonymous