

## Kerbal Space Program - Bug #22757

### This is a PRIMARY GAME ENDING BUG!

06/03/2019 01:05 PM - Geschosskopf

<b>Status:</b>	Closed	<b>Start date:</b>	06/03/2019
<b>Severity:</b>	High	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>	1.8.0		
<b>Version:</b>	1.7.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground		

#### Description

**Problem:** If a surface science set-up loses power, it spams messages saying it cannot transmit because it has no power. Such messages appear multiple times per second and quickly load the message inbox with dozens of duplicate messages, all listed as "screen message". When this started, I immediately went to the tracking station and terminated the surface science stuff. This took only 10 seconds or so, yet I had about 150 "cannot transmit" messages in my message inbox.

**Situation:** I put a surface science set-up on the crawler path between the VAB and launchpad. This consisted of the control unit, the solar power unit, and the goo unit. For 20 or so days, it worked fine, transmitting a little bit of data every few days. But then the Kraken ate the solar power unit while I was warping at max speed maneuvering a probe out beyond Minmus. That's when the spam barrage started. When I terminated the rest of the set-up, it was only the control unit and the goo unit.

**Replication:** Create a surface science set-up, let it run for a while, then terminate the power unit.

**Suggested Fix:** Reduce the frequency of the "can't transmit because no power" message to either the same as normal science transmissions, or make it once only. Also, if the set-up has multiple experiments, make it so the set-up as a whole only sends 1 message instead of each experiment sending messages individually.

#### Related issues:

Related to Kerbal Space Program - Bug #23172: Continuous stream of deployed s... **Closed** **07/12/2019**

#### History

##### #1 - 06/04/2019 06:36 AM - solune

Hi, I have a similar problem. However my science setup is ok on power; it just happens to be out of line-of-sight of kerbin.

<https://forum.kerbalspaceprogram.com/index.php?topic/185093-screen-message-spam-in-breaking-ground/>

##### #2 - 06/05/2019 02:25 AM - MechBFP

Yup same problem. In my case it was also because it wasn't able to communicate. About 114 messages between the time it took to time warp from Kerbin to Minmus.

##### #3 - 06/05/2019 02:25 AM - MechBFP

- Status changed from New to Confirmed

- % Done changed from 0 to 10

##### #5 - 06/09/2019 12:28 AM - Geschosskopf

MechBFP wrote:

Yup same problem. In my case it was also because it wasn't able to communicate. About 114 messages between the time it took to time warp from Kerbin to Minmus.

Yup, I just had the same spam issue due to the communication dish sliding too far away from the rest of the set-up due to the usual "things slide on the ground" issues. Which I'll post as another bug if somebody hasn't already.

##### #6 - 06/12/2019 07:49 PM - chris.fulton

- Status changed from Confirmed to Ready to Test





**#23 - 10/17/2019 05:13 PM - victorr**

- *Status changed from Not Fixed to Ready to Test*
- *Target version changed from 1.7.2 to 1.8.0*
- *% Done changed from 50 to 80*

We've made some changes in the latest version and would like some feedback on this. Thanks.

**#24 - 10/17/2019 06:30 PM - jclovis3**

I had applied the number changes to my persistent file as recommended before 1.8 came out. I don't remember what the original settings were. Will this fix you're requesting feedback on reset those values to something new or do I need to change them back? What values should they be reset to? I have noticed that messages show up on screen but don't get saved for me to click anymore so that is a relief, but there is one other issue with the science experiments that probably should be put in the click log. When they have reached 100%, they shut down. We should be notified of this at least so we can plan to reset them. I don't know what the "interact" feature is with them but they should probably either transmit anything on queue, allow you to collect the science, or allow you to reset them with current skill level rather than having to pick up and put it back down.

On the note of modifying the persistent and save files, is there a way to insert comments, like preceding with // or single quote or something like in programming languages? I don't know how inserting extra lines of unintended text might affect reading the file but should the game be saved again, I don't want those comments to be wiped either. They would make it easier to keep track of manual changes and original values so I wouldn't have to ask my first question.

**#25 - 02/21/2020 01:42 AM - chris.fulton**

- *Status changed from Ready to Test to Resolved*
- *% Done changed from 80 to 100*

**#26 - 02/21/2020 01:42 AM - chris.fulton**

- *Status changed from Resolved to Closed*