Kerbal Space Program - Bug #23269

Surface Science is spamming my messages menu like crazy

07/28/2019 11:53 PM - Tekaoh

Status:	Duplicate	**Start date:**	07/28/2019
Severity:	Low	**% Done:**	100%
Assignee:			
Category:	Application		
Target version:			
Version:	1.7.3	**Language:**	English (US)
Platform:	OSX, Windows	**Mod Related:**	No
Expansion:	Breaking Ground		

Description

I recently deployed my first ground science station on Eeloo. Everything was running fine until I decoupled some fuel tanks after takeoff and let them smash back into the ground. Now, I'm getting spammed by this message approximately twice every second:

[DeployedScienceExperiment]: Surface Deployed Seismic Sensor from Eeloo's surface generated 361.3 science.
Sensor Readings affected by Impact Energy: NaN%
Distance Attenuation: 100%
Setup: 100%
361.261 Science Points stored. No connection for transmission.

Seriously, hundreds and hundreds of messages until I turn off the game. When I reload, it starts again after a few moments. I finally just terminated my ground station.

Related issues:

Is duplicate of Kerbal Space Program - Bug #23172: Continuous stream of deplo...	**Closed**	**07/12/2019**

History

#1 - 07/28/2019 11:58 PM - Tekaoh

Someone else with what appears to be the same issue:
https://forum.kerbalspaceprogram.com/index.php?/topic/186772-spammed-messages-from-deployed-science/

#2 - 08/03/2019 01:37 PM - coredumpster

- Platform OSX added

I am seeing a similar error, but it's spamming incredibly small bits of science.

"Surface Deployed Mystery Goo Observations .... transmitted 0.003 Science points back to Kerbin".

Yes it was deployed by a scientist (level 1, so shows 35% science on the experiment). The issue is the messages appear every minute. Someone missed a decimal point somewhere in the frequency code for deployed science.

Seeing this only in 1.7.3, did not see it in 1.7.1 / 1.7.2.

#3 - 08/08/2019 03:51 AM - abc

There are (at least) two other related bug reports, #23172 about high message rate in general (that includes two potential workarounds, one to turn off deployed science temporarily and one that alters ScienceTimeDelay in persistant.cfg and DeployedScience.cfg) and #22757 about messages increasing when power is lost.

Also, someone in the forums found a way to clear up excessive messages by temporarily turning off Advanced Message Application in the settings:
https://forum.kerbalspaceprogram.com/index.php?/topic/185093-screen-message-spam-in-breaking-ground/

I'm not sure if leaving Advanced Message Application off would help reduce the messages or not.

I think we can assume that they are working on this and will release a new version when it is (hopefully) fully fixed.

#4 - 08/14/2019 06:02 PM - Robert.Keech

- Is duplicate of Bug #23172: Continuous stream of deployed science Screen Messages added

#5 - 08/14/2019 06:03 PM - Robert.Keech

- Status changed from New to Duplicate

- % Done changed from 0 to 100

this is a duplicate of https://bugs.kerbalspaceprogram.com/issues/23172