

Kerbal Space Program - Bug #23370

Heat generation of ISRU and Drill is not added properly

08/19/2019 12:32 PM - Ohmegalisk

Status:	Confirmed	Start date:	08/19/2019
Severity:	Low	% Done:	10%
Assignee:	victorr		
Category:	Parts		
Target version:			
Version:	1.7.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

Description:

A craft with 6 Drill-O-Matics and a Convert-O-Tron 250 can be cooled with 4 Medium Thermal Control Systems.

How to Replicate:

A Craft with an Engineer, Oretank, 16 Fuel Cell Arrays, 6 Large Drills and a big Converter can run at full efficiency with one recipe and 6 drills active on one TCS. Only two more Medium TCS are required for a total of three recipes

Expected:

Each resource part should add to the total required cooling, expected is the need for 4 TCS for peak thermal efficiency with 6 drills and one recipe.

In addition the ISRU is able to run with 3 recipes and 3 medium TCS at full efficiency, which should not be possible.

History

#2 - 10/18/2019 08:13 PM - victorr

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#3 - 10/20/2019 03:56 AM - jclovis3

I don't think this is the case.

Each recipe requires cooling of 200 kW. Each drill requires cooling of 100 kW. The medium thermal control system cools 250 kW. If you have 4 then you can cool up to 1000 kW. 6 drills will need 600 kW and that still leaves 400 kW, enough to cool 2 recipes. For 3 recipes, you would need one more medium or two small.

#4 - 10/21/2019 09:57 PM - victorr

- Assignee set to victorr

Files

1Rec_1.jpg	764 KB	08/19/2019	Ohmegalisk
1Rec_2.jpg	762 KB	08/19/2019	Ohmegalisk
3Rec.jpg	826 KB	08/19/2019	Ohmegalisk