

Kerbal Space Program - Bug #24863

Empty fuel tanks fill up when they are copied through the alt+click.

02/15/2020 02:22 PM - 050644zf

Status:	Resolved	Start date:	02/15/2020
Severity:	Low	% Done:	100%
Assignee:	Robert.Keech		
Category:	Parts		
Target version:	1.10.0		
Version:	1.9.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		
Description			
It's a pretty easy one. It probably didn't get fixed in 1.9.1 because the report wasn't that clear.			
Reproduction:			
<ol style="list-style-type: none">1. Take any fuel tank.2. Empty it's contents.3. Lock the tank.4. Copy it using alt+click			
The copied fuel tank will be unlocked and full of fuel again.			

History

#1 - 02/29/2020 08:42 AM - dok_377

- Subject changed from *The empty fuel tank got filled when attach in symmetry mode/copy-pasting* to *Empty fuel tanks fill up when they are copied through the alt+click.*
- Description updated
- Version changed from 1.9.0 to 1.9.1
- Language deleted (简体中文 (Chinese Simplified))

The report is not that clear, but every time you copy an empty fuel tank with alt+click - it fills up again. And if the tank is locked when you copy, it unlocks as well.
Bumping the version up and changing the subject and the description to a clearer one.

#2 - 02/29/2020 08:42 AM - dok_377

- File deleted (QQ 20200215215120.png)

#3 - 03/04/2020 12:38 PM - Robert.Keech

- Status changed from *New* to *Confirmed*
- % Done changed from 0 to 10

#5 - 03/04/2020 12:40 PM - Robert.Keech

- Assignee set to *Robert.Keech*

#6 - 05/25/2020 09:06 PM - dok_377

Over time I discovered that it happens not only to fuel tanks, but to docking ports (docking acquire force will reset) and solid fuel as well (sepratrons and boosters). It even sometimes happens when you attach empty tanks in symmetry. Some of them might get full again.

#7 - 07/07/2020 01:51 PM - Robert.Keech

- Status changed from *Confirmed* to *Being Worked On*
- % Done changed from 10 to 30

#8 - 07/07/2020 01:52 PM - Robert.Keech

- *Status changed from Being Worked On to Ready to Test*
- *Target version set to 1.10.0*
- *% Done changed from 30 to 80*

This has been fixed in the latest version, please retest and change the status accordingly

#9 - 08/13/2021 03:18 PM - Technicalfool

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