

Kerbal Space Program - Bug #25585

Incorrect mass of asteroids

06/11/2020 11:37 AM - Slavut@

Status:	New	Start date:	06/11/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.9.1	Language:	English (US), русский (Russian)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

I found a bug while playing on the latest version 1.9.1. I catch the asteroid with mass 3,7 tons, in the tab of stages it writes 162.8 tons and delta v becomes very small. I check this on three different asteroids a,b and c class, and there is problem with them too. In version 1.7.3 there are no this bug. Look at screenshots. Also, i added a save file with sandbox from 1.9.1 version, where I catch a-class asteroid to check if this a problem with my career. In this file mass of asteroid 4.12 tons, mass of spacecraft 12.8 tons, but it shows 162.8 tons with asteroid. Look at "Dawn NP" spacecraft.

History

#1 - 06/11/2020 04:44 PM - Dunbaratu

I think this might be a duplication of this bug:

<https://bugs.kerbalspaceprogram.com/issues/24855>

Maybe go make a comment there to add your voice to the people asking for this to be fixed.

Also, that bug has an ugly workaround reported that you can resort to to put the mass back to what it should be by editing the game save file.

Files

W-Vd3wbHiG0.jpg	314 KB	06/11/2020	Slavut@
ihVnsim1wnU.jpg	350 KB	06/11/2020	Slavut@
Новая игра.rar	156 KB	06/11/2020	Slavut@