Kerbal Space Program - Feedback #25743

Asteroids always start with around 90% resources

07/08/2020 03:21 AM - Starstrider42

Status:	New			
Severity:	Low			
Assignee:				
Category:	Modding			
Target version:				
Version:	1.10.0	**Language:**	English (US)	
Platform:	Windows	**Mod Related:**	Yes	
Expansion:	Core Game			

Description

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An asteroid is always initialized to be around 90% resources by mass, regardless of its configuration. In particular, asteroids cannot be configured to be resource-poor.

Mods

This issue is unnoticeable in the stock game, but is not related to any specific mod. However, it restricts the opportunities for modding asteroids.

Reproducing this issue requires a two-line change to the stock configs in an otherwise clean installation.

Steps to Replicate

1. Open GameData/Squad/Parts/Misc/PotatoRoid.cfg in an editor. In the ModuleAsteroidResource node for Ore, set lowRange = 0 and highRange = 20.
3. Start a sandbox game and spawn several asteroids.
4. Load or make any craft capable of grabbing an asteroid. Launch the craft.
5. Use the Alt+F12 menu to rendezvous with one of the asteroids.
6. Dock with the asteroid.
7. Open the asteroid's part action window.

Desired

The asteroid should display that at most 20% of its mass is in resources.

Observed

The asteroid displays that between 85% and 95% of its mass is in resources.

Notes

Probably related to [#25742](#25742), since both set the resource level independently of the ModuleAsteroidResource config.