

Kerbal Space Program - Bug #26988

Vessel recovery funds incorrecr with modded tanks

01/06/2021 02:18 PM - thedogksp

Status:	New	Start date:	01/06/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Modding		
Target version:			
Version:	1.11.0	Language:	English (US)
Platform:	Windows	Mod Related:	Yes
Expansion:	Core Game		

Description

Some mods such as configurable containers, firespitter, interstellarfuelswitch etc. allow stock and non-stock tanks to hold non-default (selectable) resources.

When setting in VAB a tank (eg stock rockomax x32) to hold such a resource, eg an expensive one such as rare metals, the vessel cost/mass are calculated correctly.

Emptying the tank in vab recalcs vessel cost correctly.

Launching and immediately recovering the craft leads to recobery funds being calced INCORRECTLY: the base cost seems to be the tank with full resources, since the tank is empty on recovery the actual recovery funds are negative (so loosing money for recovering the vessel).

Can be reproduced with only stock tanks and stock resources (eg monoprop), but needs a fuel switching mod, such as configurable containers, fieespitter, ifs or wildblueindustries.

Please also see forum post:

<https://forum.kerbalspaceprogram.com/index.php?/topic/150104-19-110-configurable-containers/&do=findComment&comment=3901507>

And screenshots:

<https://m.imgur.com/a/9D512CK>

History

#1 - 01/29/2021 06:23 PM - thedogksp

Update: still present with latest KSP 1.11.1

#2 - 08/27/2021 01:36 AM - gotmachine

Still happening in 1.12.2

To be more clear, the vessel recovery code is ignoring the ProtoPartSnapshot.moduleCosts field when computing recovered funds. This has the consequence of ignoring cost modifications from any module implementing the IPartCostModifier interface.

Also note that in addition from many modules from many mods, this affect some stock modules :

- PartStatsUpgradeModule
- ModulePartVariants
- ModuleProceduralFairings