

## Kerbal Space Program - Bug #27135

### ISRU convertor and MINER thermal bug?

01/24/2021 07:07 PM - jukkamuhonen@hotmail.com

<b>Status:</b>	New	<b>Start date:</b>	01/24/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Physics		
<b>Target version:</b>			
<b>Version:</b>	1.11.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

I leave my miner base alone to mine, liquids gets full, ore half way full. everything gets heated up.

Required cooling for this base is 400K which i have covered with 4\*100k panels.

Now panels gets 98% cooling and miners overheat if i have them running but ISRU convertor shutdown.  
If i enable ISRU now miners starts cooling down to 500k and stays there.

Is this bug or something i am not understanding?

#### History

##### #1 - 01/24/2021 07:16 PM - jukkamuhonen@hotmail.com

Now when i left all running for awhile, i can shut ISRU and miners wont overheat anymore. So it seems to be some timewarp related bug which forgets activity of convertor or something like that..

##### #2 - 01/25/2021 08:27 AM - Anth12

Long time bug actually

#### Files

20210124210241_1.jpg	421 KB	01/24/2021	jukkamuhonen@hotmail.com
20210124210249_1.jpg	420 KB	01/24/2021	jukkamuhonen@hotmail.com