

## Kerbal Space Program - Feedback #27183

### Feature request: resource transfer in cargo/inventory

01/30/2021 02:22 AM - LouisB3

<b>Status:</b>	New		
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>	Resources		
<b>Target version:</b>			
<b>Version:</b>	1.11.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

In part this is a follow-up to bug [#26944](#), which is resolved (pending testing/confirmation) in KSP 1.11.1.

1.11.1 adds support for `reinitResourcesOnStoreInVessel`, which is great. However, a part that does not get a automatic "free refill" cannot be refilled manually when stored, either. In order to make full use of this feature, we need a way to refill and otherwise transfer resources to/from a part that is stored in cargo/inventory.

#### History

##### #1 - 01/30/2021 10:52 PM - goufalite

This could be linked to [#26947](#) (storing jetpack info in `jetpack.cfg` instead of `kerbalEVA.cfg`).

Maybe with this, a depleted jetpack would be useless and one should take another jetpack in a cargo storage.

##### #2 - 01/31/2021 05:16 AM - LouisB3

Edit to add: I'm suggesting that we should be able to both (a) transfer resources between different parts that are in cargo and (b) transfer resources between parts in cargo and parts attached to the vessel.