Kerbal Space Program - Bug #27184

Radially attached 3 fuel tanks but only one is connected to engine.

01/30/2021 04:52 AM - jukkamuhonen@hotmail.com

Status:	New	**Start date:**	01/30/2021
Severity:	Low	**% Done:**	0%
Assignee:			
Category:	Fuelflow		
Target version:			
Version:	1.11.0	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:	Core Game		

Description

I connected 3 fuel tanks with symmetry around lander can.
At bottom of lander can is spark engine.
dV is calculated for 1 fuel tank draining only.
Only one fuel tank drains when spark engine is used.
When that tank is empty, engine will stop.
I can still refill that tank manually with fuel transfer from other 2 tanks.

History

#1 - 01/30/2021 04:52 AM - jukkamuhonen@hotmail.com

- File Screenshot (35).png added

#2 - 01/30/2021 05:04 AM - jukkamuhonen@hotmail.com

And game doesn't even allow engineer to move any of those tanks, they can be moved and rotated but cannot be placed to new node, they can't be removed but they do show green highlight on EVA construction mode.

#3 - 01/30/2021 08:43 AM - jukkamuhonen@hotmail.com

When i launched same vessel again it worked correctly. Very rare glitch?

#4 - 06/26/2021 01:21 AM - jclovis3

Similar problem exists with having multiple crew components branched out in parallel from the main node. Have to view craft on launchpad, then revert to be able to put crew on those parts. I noted this in another report, but there seems to be more going on with symmetry. I'm gonna post another report if I don't find it but looks like pulling the first out of symmetry and deleting it breaks the ship and the game.

#5 - 06/26/2021 01:32 AM - jclovis3

May be related to https://bugs.kerbalspaceprogram.com/issues/28065

Files

Screenshot (35).png	1.69 MB	01/30/2021	jukkamuhonen@hotmail.com