Kerbal Space Program - Bug #27197

Resources displayed incorrectly when on EVA

01/31/2021 05:59 PM - LouisB3

Status:	Ready to Test	**Start date:**	01/31/2021
Severity:	Low	**% Done:**	80%
Assignee:	victorr		
Category:	EVA		
Target version:	1.11.2		
Version:	1.11.1	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	Yes
Expansion:	Core Game		

Description

The resource panel displays resources incorrectly if a kerbal on EVA has resources that are not propellants. The attached screenshot shows Valentina carrying 9600 units of Nitrogen in her jetpack and 1 unit of Snacks. However, the resource panel claims she has 9601 units of Snacks. When she uses up Nitrogen with her jetpack, the resource panel also shows that her Snacks are being consumed - but her PAWs reveals that Snacks remain at full capacity.

This is mod-related in that the stock game does not have multiple resources for EVA kerbals. However, forum discussion suggests that it is stock behavior, not any specific mod, that is the culprit. It is discussed on the Snacks thread here https://forum.kerbalspaceprogram.com/index.php?/topic/149604-minimum-ksp-181-snacks-friendly-simplified-life-support/&do=findComment&comment=3916822 and on the TAC-LS thread here https://forum.kerbalspaceprogram.com/index.php?/topic/146465-111x-tac-life-support-v0170-release-29th-dec-2020/&do=findComment&comment=3914131 .

History

#1 - 02/09/2021 05:13 PM - victorr

- Assignee set to victorr

#3 - 02/16/2021 11:37 PM - victorr

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#5 - 03/22/2021 05:17 PM - victorr

- Status changed from Confirmed to Ready to Test

- Target version set to 1.11.2

- % Done changed from 10 to 80

We made some changes in the latest version of the game and would like some feedback on this.

Files

Screenshot 2021-01-31 12.50.49.png	723 KB	01/31/2021	LouisB3