Kerbal Space Program - Bug #27240

EVA construction magically resets fuel tanks to full (cheaty bug exploit)

02/09/2021 06:49 AM - Dunbaratu

Status:	New	**Start date:**	02/09/2021
Severity:	Low	**% Done:**	0%
Assignee:			
Category:	EVA		
Target version:			
Version:	1.11.1	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:	Core Game		

Description

If you have a small empty fuel tank (small enough to be detached/reattached in EVA construction mode), every time you detach it and reattach it, it resets to the factory default of being full capacity. This magically creates fuel out of nothing. It's a fun cheaty bug exploit.

(But seriously, if it resets to defaults on re-attaching, that's a big problem for more than just making magic fuel from nothing.)

I'll attach a video clip showing it.

History

#1 - 02/09/2021 06:55 AM - Dunbaratu

I was unable to upload the video clip because of file size maximums. So instead I put it on youtube and I'll link to it here:

https://youtu.be/YhelyXSzdNU

#2 - 02/09/2021 05:55 PM - Anonymous

- File 27240.craft added

Confirming with the simple craft attached.

+ Pump fuel to or from the small tank
+ EVA an engineer
+ Use EVA-construction to pick up the small tank and put it down somewhere
+ The small tank fuel goes back to what it was before the pumping

The fuel level resets to **whatever it was when physics was last loaded**, so you can F5/F9 Quicksave/Restore between any pumping or burning and EVA construction to avoid the bug

Files

27240.craft	9.04 KB	02/09/2021	Anonymous