

Kerbal Space Program - Bug #2877

rounding problem with science points

08/22/2014 07:01 PM - Honk5000

Status:	Closed	Start date:	08/22/2014
Severity:	Low	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.24	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

I looked up my science points in the save file and it is exactly 89.9556 points.

The game displayed it as 90 points. This would be the correct rounding, but I wanted to get a science level for 90 points which I could not buy because I have not 90 points although the game tells me I have 90 points.

So the game should always round science points down.

History

#1 - 08/22/2014 11:31 PM - Mesons

- File *science_rounding_screenshot.png* added

- Status changed from *New* to *Confirmed*

- % Done changed from 0 to 10

I can confirm this, and while I'm not sure I would call this a bug (perhaps feedback), I agree that the rounding should be floored and never rounded up to avoid being misleading.

I set my science points to 14.9975; in the R&D facility, my science read as 15.0 but I could not research a 15-pt node. See below.

Probably irrelevant, but confirmed in Linux 64-bit and 32-bit (persistent.sfs explored and edited using Bless Hex).

#2 - 08/25/2014 08:30 AM - Ruedii

I noticed quite a few rounding error bugs on science, and each one should probably be addressed differently.

Display should always round down, to be safe, as it should never read more than you have. Additionally, it may be a good idea to put two decimal places instead of one on many of the GUI elements. I know 0.01 science isn't that significant, but there are times when the player is just short on science, and maybe he or she would want to do something that would give a trivial amount of additional science to get that last tiny amount of science, especially when there is a Kerbal on mission somewhere that can do that immediately (say a Kerbal landed at the moon that could transmit a surface sample for 0.1 science.)

#3 - 08/26/2014 07:23 PM - Mesons

It's a moot point to include the extra digit of precision if the reported number is always floored, though--the player will just see that they need 0.1 science instead of the true 0.01. At any rate, 0.1 is not a lot of science, so I don't see any trouble with keeping the current setup and flooring all the rounding in science points.

#4 - 07/17/2016 09:26 AM - TriggerAu

- Status changed from *Confirmed* to *Needs Clarification*

- % Done changed from 10 to 0

#5 - 08/09/2016 10:56 AM - TriggerAu

- Status changed from *Needs Clarification* to *Closed*

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For

best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention

Files

science_rounding_screenshot.png	280 KB	08/22/2014	Mesons
---------------------------------	--------	------------	--------