

Kerbal Space Program - Bug #5209

Ore mining is sometimes instant

07/04/2015 05:14 AM - jonatkins

Status:	Closed	Start date:	07/04/2015
Severity:	Low	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.0.4	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

Sometimes, when activating a drill, ore tanks are filled instantly.

It doesn't always happen - I've yet to find a 100% reproducible case.

I've seen it happen on the moons of Jool (Pol, at least), with a manned lander. Possibly Minmus and Mun too.

I've had it happen on asteroids with unmanned craft. When it happens here, the asteroid resources instantly go to zero, depleting all resources, reducing it's mass but ending future resource gathering here.

On moons, if an ISRU starts draining ore, additional ore is mined at the expected rates.

It seems to happen more often (on moons at least) after a long play session.

On asteroids, I've had a couple of instances where reloading a quicksave from seconds before the issue, then re-deploying and activating the drill, fixed the issue - ore mined at the usual rates. Another time this didn't help, with repeated instant resource depletion/full tanks.

I've seen the issue in 1.0.2 (first version seriously played) and 1.0.4

There's a couple of mods I always have - MechJeb2 and Kerbal Alarm Clock - but neither of these should be touching resources in any way. I will try to reproduce it without them if it's suggested, but as it's not 100% and usually after extended play periods it would take some time.

Related issues:

Related to Kerbal Space Program - Bug #5948: Drill at low efficiency (due to ...

Not Fixed

11/14/2015

History

#1 - 07/27/2015 05:58 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

#2 - 09/20/2015 09:55 AM - joonhon

- File quicksave #332.sfs added

I observed the same bug as described above.

The ore tanks fill to full instantly when initiating drill on Ike.
ISRU does not seem to be the cause of the bug, ie. bug is still present with or without ISRU conversion activity.

I have uploaded a video of the bug in action on youtube:

<https://youtu.be/0PZQ0cAyKU0>

I have also attached a save at the instance of the bug.

#3 - 09/20/2015 11:07 PM - Squelch

- Status changed from New to Need More Info

Are you able to reproduce this in a stock game?

I have loaded your quicksave ~~and find that the the production rate is as expected~~. There have been anecdotal reports of this happening, but we do not have a clear reproduction for it.

A review of the log shows a number of entries with the BaseConverter and whether the situation is valid. A retest does show that the ore is immediately filled when the drill is turned on. However, upon returning to the editor to build a simpler vessel, the large holding tank was found to be missing. This combined with the need for the drag cubes to be recalculated on other parts, and missing TechTree nodes, does point towards external influences such as mods. Please could you attempt to reproduce this in a stock game?

#4 - 09/24/2015 09:18 PM - RexKramer

- Status changed from *Need More Info* to *Confirmed*

- % Done changed from 0 to 10

I observe this regularly on 1.0.4 on OSX. I haven't seen any specific causes, it seems to be random.

When I observe the issue, there is never an ISRU on the vessel, so I don't think the ISRU affects the issue. I usually have at least a Level 1 Engineer on board. The higher the level of the engineer, the more likely I am to encounter the issue, but haven't really seen a direct correlation.

#5 - 09/27/2015 07:53 AM - Squelch

- Status changed from *Confirmed* to *Need More Info*

- % Done changed from 10 to 0

We really need to isolate what is causing this. It definitely is present in the attached save, but unfortunately the save has potentially been corrupted by the presence of mods which are quite clearly shown in the video.

If there is indeed a correlation with the presence of Engineers, then we need to identify how this can be reproduced.

#6 - 10/05/2015 02:16 AM - JeSuisPret

- File *ADISQ C.sfs* added

I observed the same bug as described above, with an unmanned mining/refining probe.

See attached game save file. Vanilla 1.0.4, and I never installed a single mod. Everytime I start the drill, it instantly empties the asteroid and fills my tank, wasting a lot of precious ore in the process.

I have already seen this phenomenon while drilling on Ike, but it didn't bother me at that time because ressources are illimited on moons and planets.

I tried turning off the ISRU, closing the solar panels, turning off the engine, etc. Didn't change anything. Not sure what's causing this.

#7 - 11/17/2015 12:25 AM - Squelch

- Related to Bug #5948: *Drill at low efficiency (due to internal temperature) remove resources from asteroids as if it were at 100% efficiency added*

#8 - 11/17/2015 12:27 AM - Squelch

- Status changed from *Need More Info* to *Resolved*

- % Done changed from 0 to 100

This problem was addressed in 1.0.5. The save provided by JeSuisPret appears to be working as expected now.

#9 - 07/17/2016 09:19 AM - TriggerAu

- Status changed from *Resolved* to *Closed*

Files

quicksave #332.sfs	1.59 MB	09/20/2015	joonhon
ADISQ C.sfs	2.17 MB	10/05/2015	JeSuisPret