

Kerbal Space Program - Bug #5346

Mobile Processing Lab MPL-LG-2 shows "1.000 science" when actual value is less than 1

08/24/2015 06:31 PM - achurch

Status:	Updated	Start date:	08/24/2015
Severity:	Low	% Done:	10%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.0.4	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

It's possible for the mobile lab to show "1.000 science" in the right-click menu, but still fail to transfer any science ("0 science gained", see screenshot).

This looks like just a simple issue of rounding the wrong way: the value should be truncated at the last decimal place rather than rounding to nearest.

History

#1 - 07/17/2016 09:39 AM - TriggerAu

- Status changed from New to Needs Clarification

#2 - 07/20/2016 10:38 AM - achurch

- Status changed from Needs Clarification to Updated

- % Done changed from 0 to 10

Still present in 1.1.3. Can be easily reproduced by setting storedScience = 0.9999 on a mobile lab; the context menu shows "Science: 1.000/500", but clicking Transmit Science shows the error "Cannot transmit data: not enough useful findings".

#3 - 05/13/2018 07:26 PM - Firu

- File KSP 1-4-3 enough science 1.jpg added

- File KSP 1-4-3 enough science 2.jpg added

- File KSP 1-4-3 not enough science.jpg added

Issue still present in 1.4.3

#4 - 05/13/2018 09:29 PM - jclovis3

So in other words, if you have less than 1.000 science, it shouldn't show that you have 1.000. It should round down always. This would be like saying the average family has 2.4 kids, but absolutely no family will have 2.4 kids.

Files

1.000-science.png	255 KB	08/24/2015	achurch
KSP 1-4-3 enough science 2.jpg	312 KB	05/13/2018	Firu
KSP 1-4-3 enough science 1.jpg	305 KB	05/13/2018	Firu
KSP 1-4-3 not enough science.jpg	310 KB	05/13/2018	Firu