

Kerbal Space Program - Bug #5992

Crossfeeded Tanks in Cargobays drop Fuel Requirements to 50% without fuel consumption

11/24/2015 03:21 PM - MalfunctionM1Ke

Status: Duplicate	Start date: 11/24/2015
Severity: Low	% Done: 100%
Assignee:	
Category: Gameplay	
Target version:	
Version: 1.0.5	Language: English (US)
Platform: Windows	Mod Related: No
Expansion:	
Description	
I stumbled upon this when I was about to launch a satellite with an SSTO.	
Once the Liquid Fuel of the Tank inside the Cargobay is depleted, the Fuel-Requirements of all Engines (Rapier, Juno, Wheesly, Panther, Whiplash) drops to 50% until the drained Liquid Fuel Source in the Cargobay will be locked or jettisoned. Until then, no more fuel will be drained from the plane itself but the Engines are still generating Thrust.	
Important: The Satellite was only attached with a single dockingport to the cargobay (No decoupler)	
Betty-Craftfile attached.	
Related issues:	
Is duplicate of Kerbal Space Program - Bug #5909: SC9001 Science Jr. (Materia...	Needs Clarification 11/24/2015

History

#1 - 11/24/2015 09:01 PM - Squelch

- Status changed from New to Confirmed
- % Done changed from 0 to 10

Thanks for reporting this.

#3 - 11/24/2015 09:44 PM - Squelch

- Is duplicate of Bug #5909: SC9001 Science Jr. (Materials Bay) causes infinite fuel for Jet engines, in certain configurations. added

#4 - 11/24/2015 09:45 PM - Squelch

- Status changed from Confirmed to Duplicate
- % Done changed from 10 to 100

This appears to be a duplicate of [#5909](#). However the information on the fuel inhibit (and crossfeed setting) controlling the behaviour is new.

Files

Filename	Size	Date	Uploader
2.jpg	233 KB	11/24/2015	MalfunctionM1Ke
1.jpg	403 KB	11/24/2015	MalfunctionM1Ke
3.jpg	243 KB	11/24/2015	MalfunctionM1Ke
4.jpg	228 KB	11/24/2015	MalfunctionM1Ke
Panther.jpg	374 KB	11/24/2015	MalfunctionM1Ke
Juno.jpg	363 KB	11/24/2015	MalfunctionM1Ke
Wheesley.jpg	389 KB	11/24/2015	MalfunctionM1Ke
Whiplash.jpg	395 KB	11/24/2015	MalfunctionM1Ke
Betty.craft	164 KB	11/24/2015	MalfunctionM1Ke