

## Kerbal Space Program - Bug #9383

### Solid fuel resource category remains after decoupling solid rocket

04/21/2016 11:36 AM - Kirk

|                        |          |                     |              |
|------------------------|----------|---------------------|--------------|
| <b>Status:</b>         | Closed   | <b>Start date:</b>  | 04/21/2016   |
| <b>Severity:</b>       | Low      | <b>% Done:</b>      | 100%         |
| <b>Assignee:</b>       |          |                     |              |
| <b>Category:</b>       | Gameplay |                     |              |
| <b>Target version:</b> | 1.2.0    |                     |              |
| <b>Version:</b>        | 1.1.0    | <b>Language:</b>    | English (US) |
| <b>Platform:</b>       | Windows  | <b>Mod Related:</b> | No           |
| <b>Expansion:</b>      |          |                     |              |

#### Description

After decoupling (the last remaining) solid rocket motor, the resource panel will keep displaying "Solid Fuel: 0.00".

Enabling and then disabling stage view removes the lingering category.

#### History

##### #1 - 07/17/2016 09:47 AM - TriggerAu

- Status changed from New to Needs Clarification

##### #2 - 07/29/2016 10:13 AM - bewing

- File KSP.log added

- File output\_log.txt added

- File solid\_resource.sfs added

- Status changed from Needs Clarification to Updated

- % Done changed from 0 to 10

Still exists in 1.1.3.

1. Load the solid\_resource (sandbox) savefile, and "fly" the ship on the runway.
2. Hit space to decouple the command pod from the solid booster.
3. Look at the resource app for the command pod, and it will show a solid fuel resource with a zero amount.

##### #3 - 07/29/2016 01:50 PM - sal\_vager

- File screenshot875.png added

- Status changed from Updated to Confirmed

Yes, this happens.

##### #5 - 10/14/2016 01:32 AM - Squelch

- Status changed from Confirmed to Ready to Test

- Target version set to 1.2.0

- % Done changed from 10 to 80

The depleted resource is now removed and allows normal display of remaining resources. This should be fixed for KSP 1.2

##### #6 - 11/06/2016 08:16 PM - JPLRepo

- Status changed from Ready to Test to Closed

- % Done changed from 80 to 100

Closing as this was fixed in 1.2.0

## Files

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|                    |        |            |           |
|--------------------|--------|------------|-----------|
| KSP.log            | 246 KB | 07/29/2016 | bewing    |
| output_log.txt     | 556 KB | 07/29/2016 | bewing    |
| solid_resource.sfs | 399 KB | 07/29/2016 | bewing    |
| screenshot875.png  | 1 MB   | 07/29/2016 | sal_vager |