

## AstroBot - Bug #1961

### Check for available space before move

2017-07-31 02:20 PM - extremest

<b>Status:</b>	Resolved
<b>Priority:</b>	Normal
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b>	
It would be best to check for available space at a destination before attempting to move a resource.  ie: Miners trying to move ore to a full fleet hangar throw an error box.	

### History

#### #1 - 2017-08-18 07:34 PM - bjcasey

- Status changed from New to Feedback Required

I have added additional debug information that will help me narrow down the section of code that isn't reducing the quantity. It will be available with the next patch.

#### #2 - 2017-08-19 07:39 AM - extremest

09:30:53: [Buffer:AstroBot\_EventHandler]: Ship Ore Hold is full. [58.997647% >= 45%]

09:30:58: [Buffer:AstroBot\_Main]: [PARTIAL QUANTITY] Moving [Plagioclase] x0.714286 (Original: 15064) (0.000000) from [ShipOreHold] to [ShipFleetHangar (2.000000)]

09:30:59: [Buffer:AstroBot\_Main]: Finished transferring items from [ShipOreHold]...

#### #3 - 2017-08-19 08:21 AM - bjcasey

Try it again after today's patch. I added additional debug messages that will help me narrow it down.

#### #4 - 2017-09-01 06:49 PM - bjcasey

- Status changed from Feedback Required to Resolved