

Wood amount not updating upon seperation from wood-dropoff

When you have a tree with a certain amount of volume.

That volume does not get split between parts when the tree breaks into multiple parts by the wood-dropoff.

In other words:

- You can take a gigantic tree to the wood-dropoff
- Have it eat the tree until you can pick up a tiny part
- Drag that insanely heavy tiny part to your base's sawmill and put it in
- Get a gigantic wood log equivalent to the entire gigantic tree's volume

It has not yet been tested if it's possible to duplicate wood using this method.

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