

Kerbal Space Program - Bug #13150

Surface Scanner not showing asteroid resources

10/31/2016 01:12 AM - Kielm

Status:	Not a Bug	Start date:	10/31/2016
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.2.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Windows 10
KSP 1.2 64-bit
Tested in Stock, and Modded installs.

The Surface Scanner doesn't show the resources of any asteroid a vessel is attached to. For unmodded installations, this may only be Ore, but for modded installations this could include a number of resources. The asteroid itself only shows the mass of the asteroid and mass of the resources, but no detailed information.

The resources can still be mined with drills, but as the composition is unknown so it becomes impossible to determine which tanks are needed, and (for some mods) what drills to best use.

History

#1 - 11/03/2016 05:54 PM - sal_vager

- Status changed from New to Not a Bug

- % Done changed from 0 to 100

Sorry Kielm, but the surface scanner is for planetary surfaces, it doesn't do what you think on asteroids.

Files

20161031005542_1.jpg	181 KB	10/31/2016	Kielm
20161031010904_1.jpg	235 KB	10/31/2016	Kielm