

Kerbal Space Program - Bug #15695

Surface Scanner doesn't work on Asteroids

07/31/2017 05:08 AM - Kielm

Status:	New	Start date:	07/31/2017
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.3.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Referring to this issue

<http://bugs.kerbalspaceprogram.com/issues/13150>

This IS a bug, and is still present in 1.3.

The surface scanner does not show the composition of asteroids.

There is currently (and incidentally, has not been for more than nine months) any way to determine the composition of asteroids. This is particularly irksome on modded installations where asteroids may have multiple resources, but still troublesome on unmodded as the amount of Ore cannot be easily determined.

I have referred this to RoverDude in the hope that it would be a mod-related issue, and I'm informed that this is a stock bug that should have been fixed in 1.3. It has not been.

Further information here

<https://github.com/BobPalmer/Karbonite/issues/221>

<http://forum.kerbalspaceprogram.com/index.php?/topic/83948-13-karbonite-plus-k-a-karbonite-expansion/&page=28#comment-3133216>

To reproduce:

1. Travel to an asteroid.
2. Try to figure out what it's made of, or what it contains

History

#1 - 08/05/2017 07:08 AM - jclovis3

- File *KSP_Ast_details.PNG* added

To see asteroid contents, attach ship to the asteroid, then right-click on the asteroid. See attached image. The amount of resources left is indicated just below the mass. This value is indicated both in tons and as a percentage of the asteroid's weight. You can't set an orbit on an asteroid, which is why the resource scanner doesn't work. Asteroids don't have areas of high and low density. The entire asteroid is one density.

Also please note that the drills have two deployment options. First is the surface drill and second is the asteroid drill. The surface scanner is for planets like the surface drill is used on. The fact that an asteroid drill package is different shows that it must be dependent on a different set of values within the body to be drilled.

#2 - 08/10/2017 06:49 PM - Kielm

Hi,

This shows the percentage / amount of resources in the asteroid, not the types of resources.

Is there any way to show the types of resources?

Files

KSP_Ast_details.PNG

50.8 KB

08/05/2017

jclovis3