

Kerbal Space Program - Bug #1600

Switching to map restores Electrical Charge

10/21/2013 02:08 PM - tux3

Status: Closed	Start date: 10/21/2013
Severity: Low	% Done: 100%
Assignee:	
Category:	
Target version:	
Version: 0.22	Language: English (US)
Platform: Any	Mod Related: No
Expansion:	
Description <u>See the thread for more infos : forum.kerbalspaceprogram.com/threads/54498</u> Description : This bug allows to use solar panels in the dark by switching repeatedly to the map. The quantity of EC restored appears to be proportional to the number of solar panels. When an unmanned craft with deployed solar panels is in the shadow of a planet, the ElectricCharge decreases as expected. But when opening the Map, if the Sun is visible in the Map view, a small amount of ElectricCharge will be restored after switching. Doing this repeatedly can restore appreciable amounts of ElectricCharge (in the pics related 15EC in 7s). The log outputs several errors (see third screenshot), and while switching back to ship view, the sun's glow is briefly visible through the planet, although this may be unrelated. How to reproduce : I only tried with unmanned probes, but any craft with solar panels may be affected. Send an unmanned probe with deployed solar panels in Kerbin's shadow Open the map view, make sure that the Sun is visible, like in Screenshot 2 SPAM the map button	
Related issues:	
Is duplicate of Kerbal Space Program - Bug #780: Solar Panels Produce Electri...	Closed 06/15/2013

History

#1 - 10/21/2013 02:09 PM - tux3

- File [screenshot7.png](#) added

- File [screenshot8.png](#) added

Additional files.

#2 - 07/17/2016 09:24 AM - TriggerAu

- Status changed from *Confirmed* to *Needs Clarification*

- % Done changed from 10 to 0

#3 - 08/07/2016 11:40 AM - TriggerAu

- Status changed from *Needs Clarification* to *Closed*

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention

Files

screenshot6.png	348 KB	10/21/2013	tux3
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screenshot7.png
screenshot8.png

538 KB
234 KB

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