

# Kerbal Space Program - Bug #5292

## Energy flow of solar panels

08/02/2015 11:08 AM - polikey

<b>Status:</b> Duplicate	<b>Start date:</b> 08/02/2015
<b>Severity:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b> Parts	
<b>Target version:</b>	
<b>Version:</b> 1.0.3	<b>Language:</b> English (US)
<b>Platform:</b> Win64	<b>Mod Related:</b> No
<b>Expansion:</b>	
<b>Description</b>	
When in shadow, landed on Moho, (night side of Moho) solar panels are receiving "direct sunlight" and are producing energy (see screenshot).	
Behaves fine in the shadow ("blocked by...") of other celestial bodies as far as I can tell.	
Steps :	
1 / land on Moho (solar pannels already deployed)	
2 / time warp to be on night side (if not already)	
3 / right clic on solar pannels to see energy flow	
<b>Related issues:</b>	
Is duplicate of Kerbal Space Program - Bug #1129: Solar Panels Work on darksi...	<b>Closed</b> <b>07/25/2013</b>

### History

#### #1 - 08/02/2015 11:41 AM - polikey

- Status changed from New to Need More Info

Version is 1.0.4 not 1.0.3

#### #2 - 08/02/2015 03:09 PM - Alchemist

- Status changed from Need More Info to Confirmed

- % Done changed from 0 to 10

Actually, this is often observable at low altitude landings. Especially the zero altitude cases like Kerbin Water or Minmus Flats. Seems that there's something wrong with the formula detecting the planetary occlusion - it doesn't work below certain altitude and this altitude bigger than zero. Maybe some trigonometry issue with the formula.

#### #3 - 08/02/2015 11:09 PM - Squelch

- Is duplicate of Bug #1129: Solar Panels Work on darkside at low altitudes added

#### #4 - 08/02/2015 11:15 PM - Squelch

- Status changed from Confirmed to Duplicate

- % Done changed from 10 to 100

This issue is a duplicate of an existing issue [#1129](#)

### Files

2015-08-02_00004.jpg	94.7 KB	08/02/2015	polikey
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