

## Kerbal Space Program - Feedback #5959

### Static radiator panels need to have a switch to toggle on/off

11/16/2015 07:16 PM - Snark

<b>Status:</b>	Closed		
<b>Severity:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>			
<b>Version:</b>	1.0.5	<b>Language:</b>	English (US)
<b>Platform:</b>	Any	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

With 1.0.5, all radiator panels now draw electricity while they're "active".

It makes sense that an active part needs electricity when running. Spotlights, for example, drain electricity while they're on.

Unfortunately, the static radiator panels are active all the time. There's no way to turn them off. This means that they're draining lots of electricity, all the time, even when there's not any heat to drain and no radiator services are required.

This isn't a problem for the folding panels, because retracting them turns them off (they stop cooling, and they also stop drawing electricity). But there's no way to turn off the static panels.

The static panels should have a way to turn them off. Give them a status of "Active" or "Inactive", and give them a right-click button for toggling, and make it possible to add them to action groups to do this.

#### History

##### #1 - 11/16/2015 10:37 PM - sal\_vager

Actually I'd make them automatic, they should only cool parts when over a certain temperature and be inactive when stowed.

##### #2 - 07/09/2016 07:32 AM - bewing

- Status changed from *New* to *Resolved*

- % Done changed from 0 to 100

This functionality was added in version 1.1. Marking this feedback as resolved.

##### #3 - 07/17/2016 09:20 AM - TriggerAu

- Status changed from *Resolved* to *Closed*