

Kerbal Space Program - Bug #780

Solar Panels Produce Electricity when orbiting behind a CelestialBody

06/15/2013 06:41 PM - Fel

Status:	Closed	Start date:	06/15/2013
Severity:	Unworthy	% Done:	100%
Assignee:			
Category:	Physics		
Target version:			
Version:	0.20.2	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			
Description By entering map mode, in certain zoom levels, panels may either ignore the body or, before loading it (which can occur when orbiting the mun at ~30km), allow sunlight to flow to said panels. (In the latter case, repeatedly reloading the map allowed the batteries to recharge while on the darkside of the mun).			
Related issues:			
Related to Kerbal Space Program - Bug #1129: Solar Panels Work on darkside at...		Closed	07/25/2013
Has duplicate Kerbal Space Program - Bug #1600: Switching to map restores Ele...		Closed	10/21/2013

History

#1 - 08/16/2013 10:36 AM - Ted

- *Category set to Physics*

#2 - 01/09/2015 10:48 AM - Squelch

- *Status changed from New to Confirmed*

- *% Done changed from 0 to 10*

Switching from flight to map scene does produce a charge when it wouldn't feasibly do so.

#3 - 01/31/2015 12:27 AM - m4v

~~this bug seems fixed in 0.90~~

I take it back, is still there.

#4 - 04/29/2015 08:30 PM - Lorunification

I confirm the bug is still present in 1.0

#5 - 08/02/2015 11:11 PM - Squelch

- *Related to Bug #1129: Solar Panels Work on darkside at low altitudes added*

#6 - 07/17/2016 09:24 AM - TriggerAu

- *Status changed from Confirmed to Needs Clarification*

- *% Done changed from 10 to 0*

#7 - 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