Kerbal Space Program - Feedback #13087

Kerbnet is too connected

10/22/2016 10:20 PM - mafman97

Status:	Acknowledged		
Severity:	Normal		
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.2.0	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:			

Description
I noticed that the connection lines for CommNet can clip through the ground. This doesn't happen IRL for radio communications, and for me, makes rovers kind of pointless, as I use rovers as relays.

History

#1 - 10/23/2016 02:26 AM - Nebbie

They had a poll about this on the forums some weeks ago. Yeah, most people agree Kerbnet goes through too much ground.

#2 - 10/24/2016 11:12 AM - sal_vager

- File screenshot1612.png added

- File screenshot1613.png added

Luckily this and other commnet options are adjustable to your tastes.

Please see the advanced options when starting a new save or from the menu while in a save.

#3 - 10/24/2016 11:12 AM - sal_vager

- Status changed from Confirmed to Acknowledged

- % Done changed from 10 to 100

Files

screenshot1612.png	349 KB	10/24/2016		sal_vager
screenshot1613.png	272 KB	10/24/2016		sal_vager