

Kerbal Space Program - Feature #1750

Science from satellites

11/11/2013 11:09 PM - beelsebob

Status: Closed	% Done: 100%
Severity: Normal	
Assignee:	
Category:	
Target version:	
Platform: Any	Mod Related: No
Expansion:	

Description

- DESCRIPTION

It should be possible to use satellites to map planets, and in doing so, gain science. A mapping satellite would reveal more detailed information about the area directly below it on a planet. This information could include things such as the biome in that area, and points of interest (e.g. craters, or interesting sites). Each mapping sensor could provide a higher resolution than the previous, increasing the amount of science gained, and increasing the number of interesting sites that can be revealed.

Different mapping equipment could reveal different types of information, helping you decide on landing sites, each one could require different types of orbit (altitude, velocity, being in the atmosphere, travelling over different types of land etc).

History

#1 - 01/30/2017 09:53 AM - gfrodo

already implemented in the current game, the ticket can be closed

#2 - 06/19/2019 06:49 PM - just_jim

- Status changed from *New* to *Need More Info*

#3 - 06/19/2019 06:51 PM - nestor

- Status changed from *Need More Info* to *Resolved*

- % Done changed from 0 to 100

#4 - 06/20/2019 04:34 PM - chris.fulton

- Status changed from *Resolved* to *Closed*