

Kerbal Space Program - Feedback #20347

Science Lab\Converter — new fields to satisfy them all

11/04/2018 07:01 PM - flart

Status:	New		
Severity:	Low		
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.5.1	Language:	English (US)
Platform:	Linux, OSX, Windows	Mod Related:	No
Expansion:	Core Game		

Description

There are plenty discussion on the forum about too powerful Lab and more or less helpful advices. But still some people are unsatisfied.

I suggest instead of just

```
homeworldMultiplier = 0.1
```

make Multipliers for every SOI.

Cons: * finally players will be able to nerf labs in the Kerbin and Kerbin's moons SOI, but leave otherworld labs pretty powerful *
Mods developer will be able to make different SOI-target lab.