

Kerbal Space Program - Feedback #22849

Breaking Ground Problems with Contracts for Using Robotic Scanning Arms

06/11/2019 12:56 PM - Geschosskopf

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|------------------------|-----------------|---------------------|--------------|
| Status: | New | | |
| Severity: | Low | | |
| Assignee: | | | |
| Category: | Gameplay | | |
| Target version: | | | |
| Version: | 1.7.1 | Language: | English (US) |
| Platform: | Windows | Mod Related: | No |
| Expansion: | Breaking Ground | | |

Description

Problem 1:

Contracts for using the scanning arm are specified using the same "X% of Y%" format as the deployable long-term surface science (and these percentages are just as broken for the arms as they are for the deployable experiments--see [#22701](#)). This format is inappropriate for the scanning arms because the scanning arms function as all other ship-mounted experiments (crew report, thermometer, etc.). They obtain data in 1 shot that can then either be transmitted immediately or removed by a Kerbal and stored in a pod.

Solution 1: Have the scanning arm contracts be in the same format as for using other 1-shot instruments. IOW, they should simply say use the scanning arm on a type of surface feature, without mentioning a percentage.

Problem 2:

The scanning arm contracts specify using a particular type of arm (small, medium, or large). This is not only inconvenient, it can penalize the player. It's quite possible to accept a contract for a smaller arm but to have researched a bigger arm before attempting to satisfy the contract. Being forced to use a smaller arm means the player gets less science than he should for doing this job.

Solution 2: Allow scanning arm contracts to be completed with any size of arm, even if the arm contracts are unlocked to begin with by having only the small arm.

History

#1 - 06/13/2019 06:07 PM - nestor

- Tracker changed from Bug to Feedback