

Kerbal Space Program - Bug #22976

Deployed Seismometer Isn't Generating Science

06/22/2019 08:13 AM - hypatiaredux

| | | | |
|--|-----------------|---------------------|--------------|
| Status: | New | Start date: | 06/22/2019 |
| Severity: | Low | % Done: | 0% |
| Assignee: | | | |
| Category: | Parts | | |
| Target version: | | | |
| Version: | 1.7.2 | Language: | English (US) |
| Platform: | OSX | Mod Related: | No |
| Expansion: | Breaking Ground | | |
| Description | | | |
| The breaking ground seismometer when deployed after installing 1.7.2 isn't producing any science for me. I have attached screenshots where you can clearly see at an experimental station that other parts are producing and sending science, but the seismometer isn't. | | | |
| Impacts don't work either. I have tried multiple times | | | |

History

#1 - 06/22/2019 04:49 PM - Dunbaratu

I think the seismometer requires you to crash something down into the surface near it, like they did with a few of the Apollo missions' third stages. It hints at this a **bit** in the description, but doesn't really call it out very clearly that this is how it works. I have seen that it generates science when you do this. I do think this needs to be more clearly explained that it's not just flavor text describing that, it's actually **required** to do this or nothing happens.

#2 - 06/23/2019 01:56 AM - hypatiaredux

Dunbaratu wrote:

I think the seismometer requires you to crash something down into the surface near it, like they did with a few of the Apollo missions' third stages. It hints at this a **bit** in the description, but doesn't really call it out very clearly that this is how it works. I have seen that it generates science when you do this. I do think this needs to be more clearly explained that it's not just flavor text describing that, it's actually **required** to do this or nothing happens.

First of all, the deployed seismometer generates science all the time - beyond crashes as well. And secondly, I have indeed crashed objects right next to the deployed seismometer and it didn't work. The object was a 50+ ton lander that was crashed at orbital speeds less than 1 mile from the deployment. I am happy to take a video to demonstrate my point.

#3 - 06/23/2019 05:12 PM - Dunbaratu

hypatiaredux wrote:

First of all, the deployed seismometer generates science all the time - beyond crashes as well. And secondly, I have indeed crashed objects right next to the deployed seismometer and it didn't work. The object was a 50+ ton lander that was crashed at orbital speeds less than 1 mile from the deployment. I am happy to take a video to demonstrate my point.

Fair enough. I've just had the situation where the science was zero until I crashed something near it and then the science value immediately went up, so from that experience I had assumed it does NOT generate science all the time.

At any rate, Squad really needs to do **something** to give the player proper runtime information about ground science experiments. The KSPedia has almost no details to explain why things aren't working, the info panels don't explain why things aren't working. The player is left having no clue what they're doing wrong and therefore no idea what to do about it.

Files

| | | | |
|------------------------------------|---------|------------|--------------|
| Screenshot 2019-06-22 08.26.41.png | 1.62 MB | 06/22/2019 | hypatiaredux |
| Screenshot 2019-06-22 08.33.58.png | 1.71 MB | 06/22/2019 | hypatiaredux |
| Screenshot 2019-06-22 07.57.44.png | 2.14 MB | 06/22/2019 | hypatiaredux |