

Kerbal Space Program - Feedback #22977

We could use a way to tell what's connected to what in Breaking Ground science stations.

06/22/2019 05:02 PM - Dunbaratu

Status:	New		
Severity:	Low		
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.7.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground		

Description

Multiple times I've tried to set up several Breaking Ground science stations and one or more parts aren't working and I cannot figure out why from the available information in the PAW info panels. Multiple control stations, experiments, solar panels, and transmitters are in little clusters near each other, but it looks like they're close enough that some are being attached to the wrong cluster, so some things are overpowered and others are starved of power. Trying to resolve this is impossible with the limited information the player can see. Some units are unpowered and it looks like they should be. The control station claims it has 6 power coming in and is only using 4 of it, yet several of the units around it claim to be unpowered while still connected. Connected to WHAT then? I don't know - maybe they got attached to one of the other nearby control units instead? I don't know. I can't tell.

The information the player can see is insufficient to solve these problems. Too much of what is going on is hidden from view.

One thing that would really help tremendously would be for the player to be able to see **WHICH** thing is connected to **WHICH** other thing. Right now that's hidden.

Even something as basic as this would give me what I need to see: When selecting a control station, highlight the other units that are attached to it in a glow color so I can go around looking at each station and know which unit is attached to which station. Just giving the player a count doesn't really communicate this.