

Kerbal Space Program - Feedback #23057

Item suggestion: Basic Sensor

06/30/2019 02:05 PM - theurgist

Status:	New	
Severity:	Low	
Assignee:		
Category:	Parts	
Target version:		
Version:	1.7.2	Language: English (US)
Platform:	Linux, OSX, PS4, Windows, XboxOne	Mod Related: No
Expansion:	Breaking Ground	

Description

The adding machine thread (https://www.reddit.com/r/KerbalSpaceProgram/comments/c76t1s/full_adder_for_jet_powered_computer_because_why/) has made me realise just how amazing even the most basic sensor could be for us. The things we would develop would be glorious!

For a first one if it only did 2 things I'd be happy:

- Trigger upon proximity to Kerbals, and
- upon proximity to parts.

It might be sensible to make it only detect a specific new Marker part, it'd be far simpler to code, and only a tiny bit of extra effort on the craft builders part to make use of it.

History

#1 - 06/30/2019 04:52 PM - theurgist

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If the devs decide they like this idea there are several others that would be amazing to have:

- Fuel sensor
- Light sensor (thanks @Mihsan for these 2)
- Proximity to ground (probably add as another mode to the basic sensor)
- Altitude
- Speed

Could even get fancy and add them as functions of existing parts; Barometer - altitude, accelerometer - speed