

## Kerbal Space Program - Feedback #23057

### Item suggestion: Basic Sensor

06/30/2019 02:05 PM - theurgist

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

#### Description

The adding machine thread ([https://www.reddit.com/r/KerbalSpaceProgram/comments/c76t1s/full\\_adder\\_for\\_jet\\_powered\\_computer\\_because\\_why/](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