

Kerbal Space Program - Bug #23185

Deployable Science power

07/15/2019 03:50 AM - wasml

Status:	Moot	Start date:	07/15/2019
Severity:	Low	% Done:	0%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.7.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground		

Description

In the editor both the OX-Stat-PD and the Mini-NUK-PD are listed as outputting 1 power unit. When deployed the PAW has each of them outputting 4 power units.

History

#1 - 08/03/2019 12:26 PM - Geschosskopf

The deployable power units have a base value of 1 power, which is shown in the editor. But in flight, their output depends on the Engineer skill level of the Kerbal deploying them. When deployed by a Pilot, Scientist, or 0-level Engineer, they produce 1 power. With a 1-star Engineer, they produce 2 power each, etc. So, what skill level was your engineer who deployed these units?

#2 - 08/07/2019 11:32 PM - wasml

- Status changed from New to Moot

I was in sandbox - had forgotten about that mechanic - changed status to Moot.