

Kerbal Space Program - Bug #24400

Science landed at KSC

11/18/2019 10:52 PM - cedwardb03@gmail.com

Status:	Not a Bug	Start date:	11/18/2019
Severity:	Low	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.8.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

Science won't register the KSC as it's own biome but the other buildings do.

History

#1 - 03/19/2020 04:14 PM - Robert.Keech

- Status changed from New to Not a Bug

Each building has its own 'mini biome' and each build can have multiple 'mini biomes' within it. Here is a link to the KSP wiki where all of Kerbins biomes are listed and all of the mini biomes are explained.
<https://wiki.kerbalspaceprogram.com/wiki/Biome#Kerbin>