

Kerbal Space Program - Feedback #24457

Please use notifications for Mobile Processing Labs and NOT for (most) ground-based science!

12/03/2019 04:58 AM - jjansen

Status:	New		
Severity:	Low		
Assignee:			
Category:	Parts		
Target version:			
Version:	1.8.1	Language:	Deutsch (German), English (US), Español (Spanish), Français (French), Italiano (Italian), русский (Russian), 日本語 (Japanese), 简体中文 (Chinese Simplified)
Platform:	Linux, OSX, PS4, Windows, XboxOne	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

Ground science stations produce what seems to be an arbitrary amount of science, over which we have absolutely no control except to terminate its flow. If it generates none or 200 (ha), we take it regardless.

What we have no idea about is when our Mobile Processing Labs fill up with science. It's like an oven using data as fuel that silently turns off when the food is baked.

The long and the short of it, knowing about the passive ground-based science (except the Seismometer, you also want to see those when they happen) is pointless.

What would be nice though, is to know when your MPLs need to be flushed and restocked, because I personally cannot do the calculus necessary to predict when the MPL will be finished.

Files

MPLcap.PNG	244 KB	12/03/2019	jjansen
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