

## Kerbal Space Program - Bug #25152

### Light scanning arm gives 100% science

04/13/2020 06:58 AM - KMO\_2000

<b>Status:</b>	New	<b>Start date:</b>	04/13/2020
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Science		
<b>Target version:</b>			
<b>Version:</b>	PS4 - Enhanced Edition 2020-02-19 Patch 11	<b>Language:</b>	English (US)
<b>Platform:</b>	PS4	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground		

#### Description

##### Description

In the PS4 version of Breaking Ground, the light scanning arm gives 100% Science.

From the descriptions and contracts, it seems to be intended that the light gives you 33%, the medium 66% and the heavy 100%. Checking PC gameplay videos, I've seen the science reports from light/medium arms tell you to come back later with an upgraded arm for more info. This does not happen in the PS4 version.

This apparently short-circuits a chunk of the intended gameplay loop for Breaking Ground.

Possibly related - [#22849](#) commenting on the "33% of 100%" readout in contracts. That percentage may be unclear but is intended to denote the arm level requirement, however it is not functioning at all in the PS4 version.

(Except in as much as it allows a partial transmission - for example an 80% transmission of a light arm scan did satisfy a 33% contract for me, as that was 80% total Science)

##### Steps to replicate

1. Make a rover with CRSY Light Scanning Arm.
2. Scan a baobab tree

##### Expected

You should receive 33% Science.

##### Observed

You receive 100% Science.

##### Notes

Video showing apparently-correct behaviour in PC version: [https://youtu.be/\\_oQ-RVfWZ3Q?t=649](https://youtu.be/_oQ-RVfWZ3Q?t=649)