

## Kerbal Space Program - Feedback #25670

### Comets Nearly Impossible to Track

07/01/2020 10:33 PM - algaetime

<b>Status:</b>	New		
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>	Balance		
<b>Target version:</b>			
<b>Version:</b>	1.10.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux, OSX, Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

The newly added comets are unreasonably difficult to track. Upon opening a new save file in KSP 1.10, go to the tracking station and attempt to identify and track a few comets. The game seems to give you one automatically with each new save, but it is exceptionally difficult to track any additional comets. Because comets are quite a bit rarer than normal asteroids, time warp is needed to find one within a reasonable time frame. However, when a comet appears as an unknown object, it exists for only a short period of time before the little green fellows forget about it, most likely because of its great distance from Kerbin. If you attempt to hunt comets without high time warp settings, you will have to wait hours to find even one. If you do use high time warp settings, you see a comet about every minute or so, but cannot track any, as they disappear before you can react at all. The sentinel telescope does not help; in fact, it seems to be unable to find comets.

I would suggest adding a "grace period" of a few kerbal days for unknown objects in which they will not disappear.