

## Kerbal Space Program - Feedback #27042

### A way to have offline Kerbnet

01/13/2021 10:34 PM - goufalite

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

#### Description

Today, Kerbnet needs a KSC line of sight to work. I've just tested even a Mobile Lab which should be autonomous hasn't kerbnet with a scientist when out of KSC range...

But sometimes a pilot wants to land on the hidden side of a planet, or a scientist wants to see which biome to explore far from home.

Kerbnet is meant for specialization! Pilot : altitude, scientist : biomes, engineer : ore

Is it possible for a specialized X-Star kerbal to access to Kerbnet without a KSC connection?

Thanks!

#### History

#1 - 01/15/2021 01:01 PM - jukkamuhonen@hotmail.com

When behind planets, you need Relay satellites around planet to remain connected to KSC