

Kerbal Space Program - Bug #27077

KSC Signal Strength is still 100% When KSC Goes Below Horizon

01/18/2021 06:04 PM - Arrowstar

Status:	New	Start date:	01/18/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	CommNet		
Target version:			
Version:	1.11.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

I noticed today that the green "line of sight" line between my spacecraft and Kerbin goes below the horizon and cuts through the planet. Additionally, I see that the signal strength is still 100%, even though KSC cannot see the vehicle. I've attached a picture showing this. Looks like the issue is with the calculation for line of sight.

History

#1 - 01/19/2021 12:11 AM - Anonymous

- File *OcclusionOption.jpg* added

That is normal with options at their defaults.

You can adjust it in the in-game settings menus you get with the <Esc> key, 'Difficulty', 'Advanced', 'Occlusion'

A lot of players on the forum turn it up to 100% and you can read their initial reactions when this feature was new:

<https://forum.kerbalspaceprogram.com/index.php?topic/150380-preferred-commnet-difficulty/>

Files

kscSigStrength.png	960 KB	01/18/2021	Arrowstar
OcclusionOption.jpg	29.7 KB	01/19/2021	Anonymous