

Kerbal Space Program - Bug #3911

Tylo Contract unsolvable (Required Altitude is too high to use a Seismic Accelerometer)

12/28/2014 02:34 AM - johnnyo

Status:	Not a Bug	Start date:	12/28/2014
Severity:	Low	% Done:	0%
Assignee:			
Category:			
Target version:			
Version:	0.90	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Please see the attach screenshot.

If the seismic accelerometer is used at 29850 meters near Tylo I receive the message that the tool can not be used now, making the contract unsolvable.

Not a huge bug, but it took a considerable amount of time to get a lander to Tylo.

Only mod installed is MechJeb2

Thanks! Loving the game!

History

#1 - 12/28/2014 04:38 PM - TruePikachu

Gravitational forces are measured with the negative gravioli detector, not the sesmic accelerometer. For reference, the former can be used on the ground or in non-atmospheric flight, while the latter can ONLY be used while landed. Not a bug.

SCIENCE CONTENT:

The Accelerometer is used to measure vibration on a surface; the stock game has sesmic activity and probably core activity covered, while Interstellar adds the detection of impacts from other crafts on the same body.

The Negitive Gravioli Detector detects the presence of what we here on Earth would consider gravitons - the subatomic particals which implement gravity.

An accelerometer *can* measure gravity if it is on the surface and stationary, but it is not practical in a moving vehical, and impossible in orbit. On the other hand, the NGD will ONLY detect gravity - it is unaffected by an object which is moving.

#2 - 12/28/2014 10:19 PM - johnnyo

TruePikachu wrote:

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Thanks for the info!!

#3 - 12/28/2014 10:24 PM - RexKramer

- Status changed from New to Not a Bug

- % Done changed from 0 to 100

Files

tylomission.png

9.47 KB

12/28/2014

johnnyo