# Kerbal Space Program - Feedback #4917

## Suggestion to improve the way Orbital Resource Scans work

05/04/2015 12:35 AM - the_Demongod

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|---|---|---|---|
| **Status:** | Needs Clarification | | |
| **Severity:** | Very Low | | |
| **Assignee:** | | | |
| **Category:** | Gameplay | | |
| **Target version:** | | | |
| **Version:** | 1.0.1 | **Language:** | English (US) |
| **Platform:** | Win32 | **Mod Related:** | No |
| **Expansion:** | | | |

**Description**

The new ability to scan a planet for resource concentration is great. However, I feel like it would be a big improvement if, instead of clicking "perform scan" and having the scan complete in a number of seconds, to only uncover what the satellite passes over. The satellite's scanning radar would have a certain sized field of view, and as it passed over the planet, would reveal anything that passed under said FoV (actual field of view of the beam is up for developers to decide). This makes the equatorial orbit currently required to perform a scan not just an arbitrary requirement, but a functional one. It would also mean that an entire planet cannot be scanned within 20 seconds, but rather requires a fair amount of time (however many full orbits/rotations of the planet it takes for the scanner to fully sweep the surface) in order to perform a full scan.

### History

**#1 - 07/27/2015 05:57 PM - Squelch**

*- Platform Win32 added*

*- Platform deleted (Windows)*

**#2 - 07/17/2016 09:33 AM - TriggerAu**

*- Status changed from New to Needs Clarification*