

Kerbal Space Program - Bug #5046

Sun shines through Minmus

05/25/2015 02:44 PM - Rasta

Status: Duplicate	Start date: 05/25/2015
Severity: Normal	% Done: 100%
Assignee:	
Category: Physics	
Target version:	
Version: 1.0.1	Language: English (US)
Platform: Windows	Mod Related: No
Expansion:	
Description	
<p>So yesterday I launched a test vessel to try out mining. I landed there in the daylight, used solar panels to power it. I then separated the command pod and brought my brave miners back to Kerbin.</p> <p>Later, I switched to the "debris" again only to find out it had been mining for days and continued to do so in the night. The gigantor panels faced the ground and read something like "direct sunlight, 0.43".</p> <p>So it seems like the sun shines completely through Minmus. This kinda defeats the purpose of battery packs and fuel cells ;)</p> <p>Version 1.0.2</p>	
Related issues:	
Is duplicate of Kerbal Space Program - Bug #1129: Solar Panels Work on darksi... Closed 07/25/2013	

History

#1 - 06/29/2015 09:19 PM - jonatkins

I've seen the same issue. It only occurs below ~1000m, so won't be seen when landing on higher altitude land. Also occurs in flight below 1000m

First seen myself in 1.0.2, and still in 1.0.4

#2 - 06/30/2015 11:35 PM - Squelch

- Is duplicate of Bug #1129: Solar Panels Work on darkside at low altitudes added

#3 - 06/30/2015 11:36 PM - Squelch

- Status changed from New to Duplicate

- % Done changed from 0 to 100