

KSP SOLAR PANELS SUDAN



Which solar panel is most powerful in Ksp? The value is achieved at Kerbin 's distance,with the panel pointed directly at the Sun. The Gigantor XL Solar Arrayis a deployable solar panel. It is the largest and most powerful electrical energy source in KSP at this time,though in some situations the OX-STAT offers better power per unit mass.



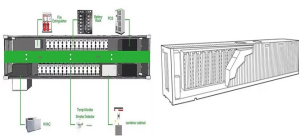
What is the largest solar array in Ksp? It is the largest and most powerful electrical energy source in KSP at this time,though in some situations the OX-STAT offers better power per unit mass. The single largest solar array available for purchase,the Gigantor XLoffers tremendous generation potential from a compact initial package.



Does KSP track EC generation? Iirc,KSP doesn't track EC generationor usage unless you're actively using that vessel. If you are flying,rotate with rcs Yes you can,with same vessel interaction and using stock solar panels to get the orientation from them,check this video out:



The solar panels you indicated in the video (OX-4L 1x6 Photovoltaic Panels) are not retractable. They're just not. You MAY be able to get a kerbal to disassemble it, and MAYBE that will allow it to be redeployed. I am not sure on that one, I have never tried it myself.



Hello. I haven't posted here in a while so I apologize if this is formatted wrong. I've been out of Kerbal for about a year or so so I'm not positive on what's changed but this doesn't seem right, and all the search-results I could find on solar panels not working seemed older and related to Kopernicus, which has been updated since those posts I found. Anyways, ???

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I was wondering is it possible to extend all the solar panels at one time instead of having to click on each one to extend it. It gets kind of annoying with a lot of solar panels. Kerbal Space Program > General Discussions > Topic Details. netzone23. May 24, 2016 @ 11:39am Can I auto extend all solar panels at once. I was wondering is it



I am having an issue where my solar panels do not work when I am actually flying the ship. The panels I have on the ship are more than enough to accommodate all systems on at the same time with extra to spare. My panels tell my that they are receiving sunlight and often are at 100 percent exposed



helloo I am having a rather confusing issue with the solar panels I am making, after having made some with no issues at all now these new ones always face edge on to the sun, no matter what the local orientation of the object set as raycastTransform is, I have redone the animation multiple times after changing local orientations of panels in blender and tried it with ???



So, I place some sweet OX-stat photovolt panels on each side, they produce power on the pad but when I get up into space it doesn't seem to charge. There is however a number that keeps on going up and down very rapidly (always ???)



This got me thinking: there are procedural parts mods for practically every single part type except solar panels. It'd be great if there was a mod that did just that, where you could adjust the length and width of the solar panel, with the power and mass scaling proportionately to ???

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I'm looking to try to build a similar replica in stock KSP with Making History using the science lab as the base. My ultimate goal is to try to build it as close to the original with no part mods and have the Apollo ???



usually when you right-click on a solar panel part, it says extend or retract panel, well, in my case its not doing that mods - Harmony 2, B9 part switch, Community category kit, Community resource Pack, Ksp Community fixes, Hide empty tech tree nodes, Community Parts Titles Extras: Categories, M



I have been experiencing what I first thought were exploding solar panels. However, I now think it is not the solar panels which are exploding, but the octagonal struts they are connected to. To elaborate, there have been several instances where I start a maneuver, hear an explosion, inspect the craft, and find one or more solar panels missing.



Seems some Mods interfere with each other. Or you need to upgrade the VAB to level2 - "Basic Action Groups available" . The Options -open -close -toggle are missing. On the Launchpad just rightclick the paneels and choose extend/retract.

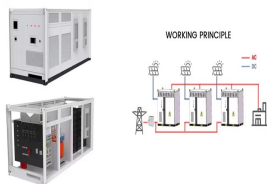


The Kerbal Space Program subreddit. For all your gaming related, space exploration needs. Discussion So while I was working on my stock ISS replica, I figured out a simple way to get custom solar panels to track the sun. All you need to do is set servos to go from their min to their max in the KAL-1000 controller, then set the play length



This pack contains most of the solar panels from my US and Soviet parts packs. The panels permanently attached to their respective crafts have been separated and modified to work as standalone parts. The solar panels that were already ???

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Solar panels (all types no exceptions) Say that they are tracking the sun (they do) but even in broad daylight they say, "exposure: 0.00. energy flow: 0.00, and they do not work. I have multiple mods installed, one of them being kopernicus, but I deleted it and the problem still remains. I amde sure all of the mods are up to date (nothing els in the game is broken but a ???



At some point, you had Near Future Solar installed and working (which depends on Near Future Solar Core) Then you manually deleted your mods from gamedata, but didn't clear the CKAN registry or uninstalled the mods from CKAN. CKAN doesn't realize they're gone, so it still thinks Near Future Solar and Near Future Solar Core are installed



As the table above shows, solar panels are only half as powerful at Duna as they are at Kerbin, and only 10% as powerful at Dres. From Jool to Eeloo, you need a Gigantor just to keep a probe core alive and use a bit of SAS now and again. And beyond Eeloo (like if you're using OPM), solar panels are nothing but dead weight.

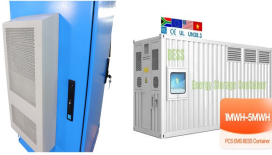


Something somewhere is obviously obnoxiously overriding the solar panel behavior, but with the clues provided as of writing this, it is like trying to look for an unlocatable Kerbal lost in deep space with no cozy comms connection back the KSC ??? and that is what makes the fact that as of writing this my only issue with my Kerbal Space Program



So I launched a satellite with 2 OX-STAT Photovoltaic Panels, but i forgot to orient it properly once I reached orbit. So the panels are almost edge on to the sun . However, one of the panels is still getting 4% sun exposure and "producing energy" (it says energy flow = 0.017). The problem is that the batteries still aren't charging.

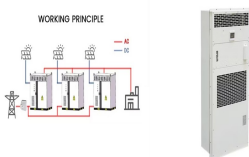
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While repairable landing legs, repairable wheels, and repackable parachutes have been in the game for a little while, solar panels have never been fixable. I don't know if they are going to add repair-ability to them now that there is an engineer class, but I ???



Select action group 1, click on your solar panel, and click "toggle solar panel" (or some such) to add this command to the AG. Then in flight, you can tap 1 to open and close your panels. Make sure to put all your panels in the action group. This is easy if you only have one set of symmetrically placed panels!



Hey, I have an issue with my ksp in which, if i have modulemanger installed solar panels will not deploy. I've tried in the VAB, in space, at the launchpad, it never deploys, i also tried it on a new save and it didnt work. I don't even get the tab that comes up. This isn't a massive issue, however i would like the mod to work without breaking my game as it is ???



The OX-Stat-PD Photovoltaic Panel can, when properly set up by trained engineers, power several ground-breaking science experiments at a time. Reduced power output caused by allowing Jebediah to just "unfold the ???



You can only "sort of" duplicate IRL ISS solar trusses. The issue is the real ones have two directions the can rotate; a major rotation of the entire truss around the Y axis, and then around the individual panels attached to the truss.