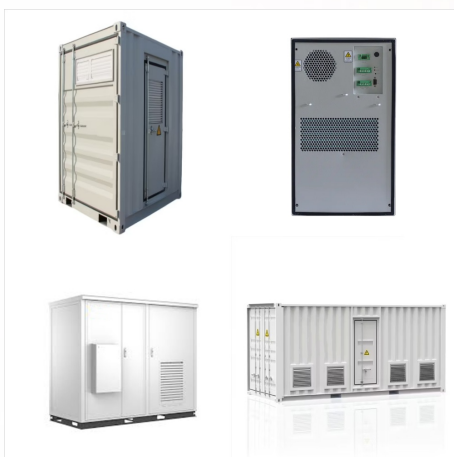




This got me thinking: there are procedural parts mods for practically every single part type except solar panels. It'd be great if there was a mod that did just that, where you could adjust the length and width of the solar panel, with the power and mass scaling proportionately to ???



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.



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.



The home to all amateur astronomers & telescopes! Feel free to discuss anything astronomical here, from what sort of telescope you should get, stargazing tips and tricks, to how to use that scope of yours that's been sitting around!



Solar panels not charging . 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 around zero) and it's something called Megajoules. Kerbal Space Program Sandbox



However, for many years now, we have known that KSP models its solar panels' output using an inverse square law w.r.t. the distance to the Sun. What I'm after is how KSP uses this in a config file: `chargeRate = 24.4.` to get to the actual EC/s output rate that the panel produces in the game.



KSP was established in Jordan as a specialized company in alternative energy services with an experience of over 10 years and with an international branch in Iraq (ISP Solar). KSP has highly skilled engineers, and technicians in residential and commercial projects in addition to consultants who are highly experienced in renewable energy locally and internationally; to ensure



Many people have been asking me to release the solar panels from my various parts packs as their own standalone pack. Here it is! 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.



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



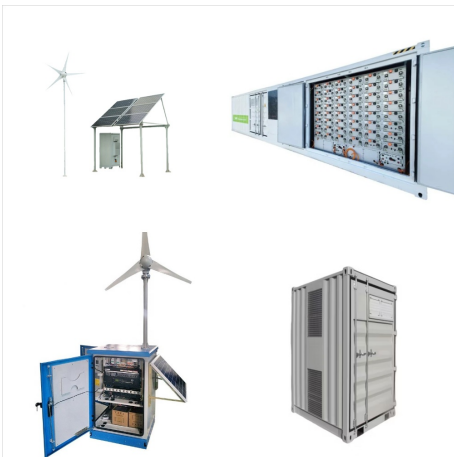
Discussion of solar photovoltaic systems, modules, the solar energy business, solar power production, utility-scale, commercial rooftop, residential, off-grid systems and more. Solar photovoltaic technology is one of the great developments of the modern age. Improvements to design and cost reductions continue to take place.



One really important thing to know when building interstellar solar power plants; You must provision enough batteries such that for each gigawatt of power transmitted, you have 10000 units of regular electriccharge on your resources bar. The Kerbal Space Program subreddit. For all your gaming related, space exploration needs. <http://www.kerbalspaceprogram.com/>



They range from small concentrated solar panels to massive blanket solar arrays. For more info check out the KSP Forum Thread. Installation: To install, place the included GameData folder inside your Kerbal Space Program folder. If asked to overwrite files, do so. Known Issues: Some of the larger solar panels can get stuck when perpendicular to



I always use extra fuel cells just in case. Furthermore I would like this. Still, it seems very kiddy that a engineer can fix a solar panel infinitely. For that matter, when one breaks he kind of needs to have another replacement set into his backpack. That would be infinite solar panels, can you imagine.



I'm playing ksp on the latest version (1.11 i think), with both dlc installed, I'm at mun with an engineer (bill), placed the solar panel, the control station and the Goo observation as well, it shows that all of them are connected but the solar panel won't produce power/potency (playing in Portuguese so i don't know the specific word) Anyone has any ideia of what it may be?

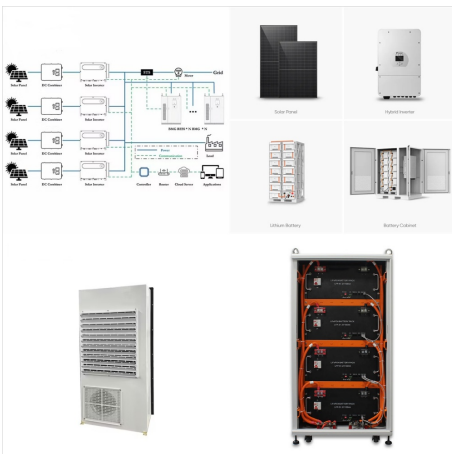




Before this I had an issue where my solar panels would deploy but even in direct sunlight they wouldn't make any power or even show sunlight was hitting the panels. So my games solar panels are super messed up and I'm not sure what to do.



ROSolar stems from a combined goal of reducing overall part clutter with the ability to affect solar panel performance when rescale the model. Many players will typically install mods for specific spacecraft. This can lead to very large installs with parts that ???



Yeah this is definitely for orbiters. I use it for my multi-module space station orbiting Minmus in career mode. I'm middle-tier science so there are lots of big fuel tanks on the ends of my 2 science labs.



Community for Kerbal Space Program: Enhanced Edition on console. Share your screenshots, videos, stories, questions, memes, etc. PC players are also welcome, but PC content is not allowed. No proselytizing is allowed. Anything in the "PC is better" vein, without recognizing the shortfalls will get you a permanent ban. You have been warned.



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.



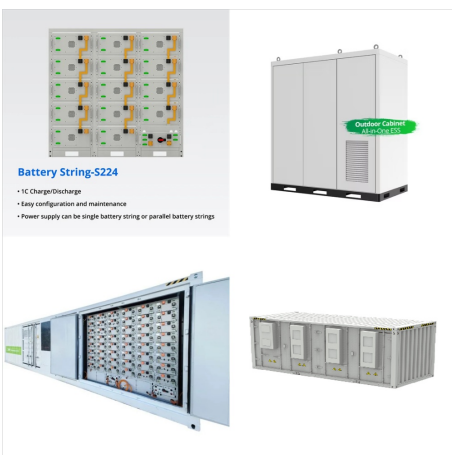
At some point, you had Near Future Solar installed and working (which depends on Near Future Solar Core) Then you manually deleted your mods from gamedata, but didn't clear the CKAN registry or uninstalled the mods from CKAN. CKAN doesn't realize they're gone, so it still thinks Near Future Solar and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



In the stock version of Kerbal Space Program, the energy output of solar panels is affected by direct sunlight, being blocked by terrain, being blocked by satellites, and being blocked by other parts. With the release of blackrack's True Volumetric Clouds, there is now another way to change energy output --- weather.



Discussion of solar photovoltaic systems, modules, the solar energy business, solar power production, utility-scale, commercial rooftop, residential, off-grid systems and more. Solar photovoltaic technology is one of the great developments of the modern age. Improvements to design and cost reductions continue to take place.



The solar panels that I use don't work. The ox-stat, ox-4w(both the 2x3 & 1x6), ox-stat-xl don't produce electric charge even when the sun is pointing directly on them. They track the sun. The only solar array that works is the biggest one (Gigantor xl solar array).





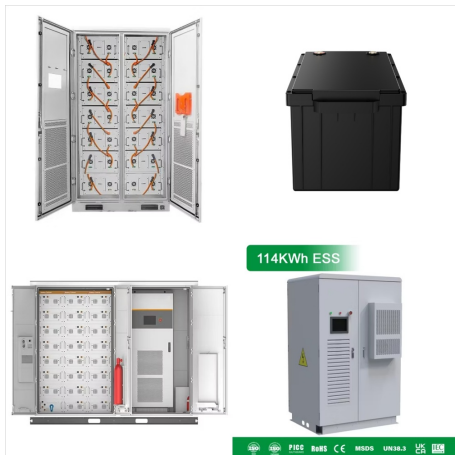
?>>?4 brand new photovoltaic panels are arriving at the KSC in the upcoming 1.12 update, including enhanced versions of the SP and OX-4 series, but also two large circular retractable solar panels to let your craft travel in the vacuum of space with style



VAB or SPH, when a solar panel is placed on a craft, right-click and you will get options to change colors. Make sure the solar panel is extend, so you can see the color change. These solar panel were originally designed to recreate Orion type space craft, with the black circular panels. But they can be used for any type space craft or mission.



In the stock version of Kerbal Space Program, the energy output of solar panels is affected by direct sunlight, being blocked by terrain, being blocked by satellites, and being blocked by other parts. With the release of blackrack's True ???



Many people have been asking me to release the solar panels from my various parts packs as their own standalone pack. Here it is! This pack contains most of the solar panels from my US and Soviet parts packs. 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.