

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 XLooffers tremendous generation potential from a compact initial package.

How to extend solar panels in kerbol?

The action groups can make this operation much easier: by using the Toggle Panels or Extend Panels command, the player can extend several solar panels with a single keystroke. The electricity generation efficiency depends on the distance to Kerbol and the orientation of the panels.

Does KSP track EC generation?

lirc,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:

Are solar panels sustainable?

Solar energy is not only sustainable but also renewable,meaning you will never run out of it. After the initial investment in solar panel installation,users can significantly reduce or even eliminate their electricity bills. Over time,solar panels often pay for themselves through energy savings.



Hi everyone, i was trying for the first time the deployable science in Kerbin, started with solar panel deployed by an engineer and then an experiment from a scientist but the solar panel it's no producing any sort of energy. It says true in both deployed and active status but it also says NOT linked and it's not producing the 2 unit of energy it should produce.



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 flippy bit" is not covered under the manufacturer's warranty. Needs a deployed central station to operate. ??? Probodobodyne Inc "



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.



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.



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.



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.



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.



Ellie is a 1-star Engineer who deployed the photovoltaic panels, but no power is being generated. I imagine there's more experiments here than will be powered by the one set of panels, but from my reading of the wiki I'd expect there to be 2 units of power produced, so I don't understand why ther



Right click the Solar Array and select "Extend Panels". All moving parts in KSP can be activated by right clicking them and selecting the action from a dropdown menu. Holding down alt allows you to right click and select several parts simultaneously. You can transfer fuel from tanks and docked ships this way.



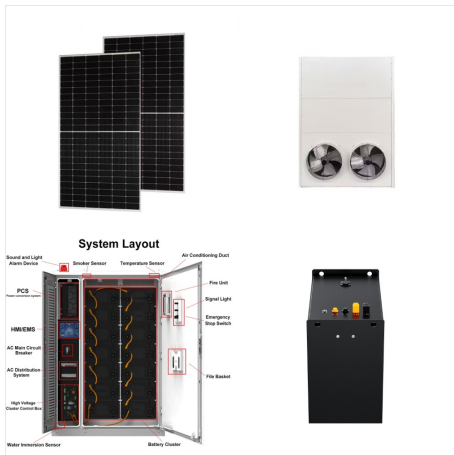
I am having an issue where my solar panels do not work when I am actually flying the ship. The panels I have on the ship are more than enough to accommodate all systems on at the same time with extra to spare. My panels tell my that they are receiving sunlight and often are at 100 percent exposed



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



It's also helpful to note that action groups combine when assembling larger craft. For example, if you're building a space station, and you assign certain actions (e.g. toggle comm-antenna) to custom01 to one station part, and different actions (toggle solar panels) to custom01 a different station part; when the two components are joined in orbit, the actions for custom01 ???



It wasn't the reaction wheels- but what I believe it was is the solar panels being too close to each other for some reason. I closed 2 panels on each side (I had to do them 1 at a time then use time acceleration to prevent wobbling, go back to space center each time, it was a tedious process) and not it no longer shakes apart the solar panels.



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 ???



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.



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 ???



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.



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



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 ???



?>>?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



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



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



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



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.



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 panels and choose extend/retract.



0 energy flow using BDB solar panels, meaning no EC production. Unsure if its on BDB's end or on any other mod's end. This MIGHT fix some rogue data corruption in the stock install (weirder things have happened in KSP, trust me). 2.) or you can just try the Kopernicus multistar enabler file, which will let Kopernicus take over solar panel



Kerbal Space Program 1 ; KSP1 Discussion ; Solar Panels Solar Panels. By Stilgar2300 December 18, 2013 in KSP1 Discussion. Share So when your re-entering Kerbin's atmosphere do you retract the solar panels or do you let them get destroyed? I personally let them get destroyed, a little bit of a show. Quote; Link to comment Share on other



From Kerbal Space Program Wiki < SP-10C
Photovoltaic Panels. Jump to: navigation, search.
SP-10C Photovoltaic Panels: Solar panel by
Probodobodyne Inc: Radial size: Radial mounted:
Cost (total) 1 400.00 with the panel pointed directly
at the Sun.