

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 Array is 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 XL offers tremendous generation potential from a compact initial package.

How do I set a key to open and close solar panels?

You can also set a key to open and close solar panels using an action group,if you have many panels. Just giving specifics. When you're in the VAB building,if you look to the top middle of the screen you'll also see "action groups," which allow you to set an action to a certain key.

Will solar panels help if my ship drifts out of alignment?

Of course the more solar panels you have,the more electric charge you will generate,but all of the panels in the world won't help if your ship drifts out of alignment with the sun.

Does solar panel placement matter?

The long answer is a little more complex: Solar panel placement doesn't matter as much if your station is oriented in the right angle to catch maximum sunlight. What I mean is you can have all the solar panels in the world,but if they're on the shadow side of your station,they won't work.

How many solar panels should be placed on a vessel?

@SergiiZaskaleta The optimal way to place them is one set of 4 and then offset the next set by 45 degrees on the far side of the vessel. That way,if it faces directly into the sun,you'll get all 8 panels in full sunlight and you can minimise overlap.

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! Deploy your panels just as soon as you hit 70 km altitude! When I first started to play KSP, this was the number one post-launch mission-ending catastrophe.

Seems some Mods interfere with each other. Or you need to upgrade the VAB to level 2 - "Basic Action Groups available" . The Options -open -close -toggle are missing. On the Launchpad just rightclick the panels and choose extend/retract.

And as to the IRL versions, what spacecraft have we built that had large wing style solar panels that needed to be retracted automatically? I can't think of any. KSP is showing us the future in this aspect. Eventually there will be an IRL craft that will require retractable panels. Edited May 23, 2015 by gargamel

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!

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 ...

In the VAB or SPH click the middle blue tab at the top, then click the part you want to assign (in this case, the solar panel). Now click the "group 1" in the left column, and "toggle panel" (or similar) in the right column. Once you ...

Since the v5.0 update, the wear feature has been introduced. Once the wear reaches 100%, the solar panel will be damaged and cannot be repaired. - The solar panel will increase wear over time. (This feature is not enabled in the Stock+Kerbalism environment and is disabled by default.) - The solar panel will increase wear due to weather.

I had a similar issue a long time ago where the solar panels just weren't solar panels anymore. I don't remember that being fixed, but it apparently was considering that I use OPM. Edited September 13, 2019 by TheKSPBeginner

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...

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 ...

Hey all I have been having some trouble with solar panels in ksp 1.3. Usually when you right click them it comes up with a tag saying "Extend Panels" but when I right click it now it comes up with nothing. This problem has been also happening with mods that use solar panels except SSTU (so far). However the solar panels that don't extend ...

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.

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 ...

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?

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, ...

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.

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