

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.

How do I 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. Thank You Guys!! Sorry for the seemingly silly question. 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.

How do I install Kerbal planetary base systems?

To install, simply copy the gamedata folder into your Kerbal Space Program folder. When you already have another version of this mod installed, delete this folder first. If you encounter a bug with Kerbal Planetary Base Systems, please follow these instructions to report it. Most important: I need the LOG FILE. Otherwise i won't be able to help!

How do I transfer fuel from a tank to a Kerbal?

Holding down alt allows you to right click and select several parts simultaneously. You can transfer fuel from tanks and docked ships this way. Left clicking on the doors of your command pods or the Kerbal avatar screens allow you to select which Kerbal to go on EVA.

How do I select a Kerbal to go on Eva?

Left clicking on the doors of your command pods or the Kerbal avatar screens allow you to select which Kerbal to go on EVA. On the bottom right of the screen where your Kerbal avatars are, you can hover your mouse over their screens and select IVA where you can get a nice cockpit view of your space travels.

Once the craft is in flight, you right-click on the item (solar panel, ladder, etc) and a menu pops out. One of the options will be something like "Extend panel." You can also set them to "action groups" so you hit something like alt+1 and all your panels open up at once. It's a little blue tab at the top next to the name of your ship in the VAB.

You can clip batteries or mono propellant tanks over the rocket end and even put a docking port on it. Lowers you count since it is one item instead of the lattice frames. Real solid too, no wobble. Throw in a swivel that goes -45 to +45 and ...

Solar panels generate electricity only to charge batteries. Then other parts draw power from batteries. So you need batteries with panels. Solar panels cannot be deployed or closed if electricity resource level is 0 (ie. no

battery, or depleted batteries)

Even at Kerbin, solar panels are insufficient to keep crewed rovers moving uphill for any significant amount of time, so you're pretty much stuck with fuelcells from the get-go. Hmm. For a lander on Eeloo, I find that mine is more than capable with the basic solar panels that is has at the moment. however I have yet to see it transit to Eeloo's apoapsis, which very well ...

What exactly are you asking? How to open them? What sizes they unfold into? Edit: Open by right-click menu or set them to an action group. The ones that look like two copies of the same thing, an A is a long thin panel and a B is a 2x3 square of panels (IIRC, I'm not certain, just make a quick thing to try it and make sure).

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Usage. One panel creates enough energy to keep one IX-6315 "Dawn" Electric Propulsion System at maximum thrust and a distance to Kerbol similar to that of Kerbin, under the premise that it is able to orient itself ...

For a few days now, I haven't been able to deploy solar panels. If I right click them, nothing happens. If I go to action groups and select a deployable solar panel, there's no option to deploy them. If I right click ANY solar panel (even the ones that aren't deployable), nothing shows up. HELP!!!!

You can do it with basic action groups available. Assign the panels to the lights or brakes button. At the top left in the VAB, there are three blue buttons. After your ship is built, select the second button then click Lights or Brakes on the left hand side. After that, select each of your solar panels and then select the toggle option.

There is a config file in Kerbal called "solarPanel.cfg"; here you edit powerUnitsProduced and set it to the energy you need for all stations you need. I personally set it to 5 but it should work with any number wanted. The Solar Panel now produce 5 energy units at anytime even without sunlight.

Rightclick on them and click "extend panels". Make sure your satellite has enough electric charge to operate. :) In the future you can use action groups for extending several solar panels at ...

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The Kerbal Space Program subreddit. For all your gaming related, space exploration needs. ... I've been trying to build a space station recently and to make it look good and authentic, I put lots of solar panels on the structure. However extending solar panels one at a time is exhausting and inconvenient. I wanna know is there a way to extend ...

Usage. The OX-10C is a deployable solar panel with a unique circular shape. These panels generate electric charge only when extended and directly illuminated by the light of Kerbol. To extend, just click the Extend ...

The window doesn't have a really have a specific time you have to be at. If you pass the window time, you are still in a good enough angle to get to duna (unless of course you were to timewarp a long time).

Kerbal Space Program. ... But whe I try to add a solar panel to the engineers inventory it shows it's too heavy or something I guess. Does the engineer need to be higher ranked or something? ... You just have to open Contruction mode, then you can see the inventories that you can access on the left side of the screen. #4. One Eye Jack. Feb 13 ...

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