

And I think it was because I time warped really quickly but didn't bother having the solar panels always facing directly to the sun. So, as many of you have said, it probably ...

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 ...

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 ...

The craft says "solar exposure 100%", but no energy is produced when the craft is unloaded. The only thing that worked for me was to reload an older save (I've verified all ...

As I'm leaving the inner Kerbal system my batteries just stop charging. Solar panels are still working, but those damn batteries stay at 0. Every satellite has one additional battery too.

I have solar panels, which are getting sunlight, but the batteries are not recharging. This is the first time this has happened to me in the current game I'm playing. And ...

No mods installed. Panel has .9 sun exposure and the craft is not charging. Anything I should check? There is nothing taking the energy either, I am in an orbit.

Reproduction steps : Place a command pod/probe (any), a battery (any, with <100% Electric Charge) and a solar panel (any). Launch at KSC during day, extend solar ...

Let's start with the most likely: when you click on the panels, what does it say? My guess is "Blocked by XXXX". In other words, no sunlight because your craft is in the shadow caused by Kerbin, or another part, or your craft is oriented in such ...

I was also having an issue with my solar panels not charging. Even the stock OX-STAT, when manually pointed directly at Kerbol in the stock solar system, did not charge. ...

KSP : 1.04 Windows 32-bits
Mods :
Reproduction steps : Place a command pod/probe (any), a battery (any, with <100% Electric Charge) and a solar panel (any). Launch ...

Just as the post states: my solar panels are not charging for some reason. The avionics core pulls a maximum of 20W, all science bits are off, and my panels are clearly producing around 100W ...

The craft says "solar exposure 100%", but no energy is produced when the craft is unloaded. The only thing that worked for me was to reload an older save ...

I'm having this problem/bug where my 3 solar panels are visibly getting sunlight and I have 210 electric units fully charged but it says "not enough electric charge"; and I've ...

I'm thinking this is the problem, but I can't figure out how to deploy the solar panels. And do I need anything else? Solar panel + rechargeable battery pack = profit?

Discussion of solar photovoltaic systems, modules, the solar energy business, solar power production, utility-scale, commercial rooftop, residential, off-grid systems and more. Solar ...

At any rate, it's possible to remain out of power because you left something turned on that drains power, and the power drain rate exceeds the solar panel recharge rate, ...

Let's start with the most likely: when you click on the panels, what does it say? My guess is "Blocked by XXXX". In other words, no sunlight because your craft is in the ...

If your solar panel is not charging your battery properly the likely culprit are mainly: Wrong Solar Panel Setup, Equipment Problems, Internal Problems of the Battery or Faulty Battery, and ...

The Kerbal Space Program subreddit. For all your gaming related, space exploration needs. ... Need help *FIXED* I have 2 OX-4w 3x2 solar panels deployed, they are exposed to direct sunlight but I am not getting any power. I ...

Web: <https://centrifugalslurypump.es>