

Kerbal Space Program - Feedback #13049

Allow the Command Seat to be Populated in the VAB/SPH

10/19/2016 08:19 PM - WKibbous

Status:	Closed		
Severity:	Low		
Assignee:			
Category:			
Target version:			
Version:	1.2.0	Language:	English (US)
Platform:	Linux, Windows	Mod Related:	No
Expansion:			

Description

This request asks that command seats can be filled like any other command pod in the VAB/SPH prior to launch.

History

#1 - 10/19/2016 08:27 PM - Nebbie

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Very frustrating, makes the command seat near worthless except rescues or as part of shuttles (since you otherwise need extra crew capacity), and also pretty simple to fix (there's a mod just for this, it really should be stock).

#2 - 10/21/2016 04:23 AM - Benji13

I agree. This would be very useful in early career for building rovers to collect science around the KSC.

#3 - 10/21/2016 11:07 PM - inigma

WKibbous wrote:

This request asks that command seats can be filled like any other command pod in the VAB/SPH prior to launch.

Please Squad make command seats spawnable. Please? Pretty please? With Minmus frosting on top?

#4 - 10/23/2016 04:08 AM - LongFinger

It's very annoying that this isn't already implemented. Please add this.

#5 - 10/23/2016 09:22 PM - Azimech

Come on Squad, We've been requesting this ever since the thing was first introduced. Yes, **3.5 years!**

#6 - 05/04/2018 03:08 PM - klesh

With the addition of personal chutes and the ability to deploy them while sitting in the seats, this request is more relevant than ever.

#7 - 11/01/2018 05:59 PM - nestor

- Status changed from Confirmed to Resolved

#8 - 12/13/2018 12:57 AM - joshua.collins

- Status changed from Resolved to Closed