

## Kerbal Space Program - Feedback #13216

### Give engineers more to do

11/10/2016 03:31 PM - lunchin10seconds

<b>Status:</b>	Confirmed		
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	1.2.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux, OSX, PS4, Windows, XboxOne	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Hello,

At present engineers can fix wheels and landing gear and, well I think that's it.

So how about giving them the ability to add parts to an existing craft. Only small parts mind, small science experiments, maybe the smallest solar panel or radially mounted parachute.

Imagine a satellite in orbit, it only has a thermometer on it as that's all the player had at launch. They now have a seismograph and gravitron available. So they launch a service mission with an engineer equipped and skilled enough to add these new parts.

Perhaps they could also replace small broken parts, here I'm mainly thinking of those fragile solar panels but maybe there are others?

It would need some form of simple editing interface for launched craft but add a great deal to the usefulness of engineers.

#### History

##### #1 - 11/10/2016 10:54 PM - AlffromKerbal

- Status changed from New to Confirmed
- % Done changed from 0 to 10

I like to refer to [#13064](#).

They should be able to repair much more stuff relative to their skill.

##### #2 - 11/19/2016 10:03 PM - AlffromKerbal

I might add, engineers should be able to connect different vessels with fuel ducts, i.e. from a spacecraft landed to a near planetary base for easy refueling. Might even be helpful in space between 2 spacecrafts.