

Kerbal Space Program - Feature #1793

Ability to manually take a craft off rails

11/20/2013 08:54 PM - Anonymous

Status:	New	% Done:	0%
Severity:	Low		
Assignee:			
Category:	Physics		
Target version:			
Platform:	Any	Mod Related:	No
Expansion:			
Description			
<p>This feature would be used for certain applications where remotely controlling the vessel is useful - RemoteTech, kOS, MechJeb, etc. allow for vessels that are within physics range to be controlled via plugin, and it would be handy to be able to pick other craft to load into the physics engine. For example, if there are several craft transitioning into an SOI and you would like to have each one perform a capture burn while you land each in turn.</p>			

History

#1 - 11/27/2013 12:58 AM - prometheus

This is something well overdue; however I fear it is something that we'll never see in KSP. If you want more realism I'd suggest trying Take On Mars or something. The limits of the Unity engine, and the time constraints of Squad's programmers, mean that we won't see any major modifications to the game in the near future. Look at the updates for the past year or two, you'll see the level of output that Squad can manage. Think that overhauling the engine to allow the above is something that can be done within a year? Probably not! As lovely as it would be and all, I think we'll be waiting for the modding community to pick up on that one just like multiplayer.