

Kerbal Space Program - Feature #2039

Add the ability to reject kerbals in the astronaut complex

01/17/2014 11:51 AM - ahd1601

Status:	New	% Done:	0%
Severity:	Low		
Assignee:			
Category:	Gameplay		
Target version:			
Platform:	Any	Mod Related:	No
Expansion:			
Description			
It would be nice to be able to reject candidates from the Astronaut Complex recruiting screen. Or at the least, a way to refresh the list.			

History

#1 - 01/17/2014 06:55 PM - TruePikachu

Right now, this would technically be of no use at all, due to the stats only affecting reactions.

I would oppose "list refreshing", as in-universe, there would be no sense in telling all your current applicants to go away and then request new ones.

If, eventually, you need to give paychecks to your hires (which might be the case eventually, since you need to accept them to work for you, rather than it being automatic), this would be useful, as would be removing them from your currently hired staff.

#2 - 02/22/2014 04:58 AM - BloodyRain2k

They only stay for 3 days in the complex, then they leave sad because they weren't taken. So just drive a rover from the pad, warp ahead and check again.

We'll very likely get a rejecting button when they become more important.