

Kerbal Space Program - Feature #2068

Fleet management

02/16/2014 03:41 AM - lppo

Status:	New	% Done:	0%
Severity:	Low		
Assignee:			
Category:	Gameplay		
Target version:			
Platform:	Any	Mod Related:	No
Expansion:			

Description

Since there will be a budget to keep track of in the future versions, I think there should be some mechanics to manage a fleet of vessels.

Like in the real world, one would design a new ship and suffer an high cost for the initial design, but building more copies of a ship that has already been designed would be cheaper than designing a new one from scratch.

Plus, there should be the ability to actually reuse reusable crafts, for example after paying a small maintenance cost to refit vessels that were recovered.

History

#1 - 02/26/2014 12:45 PM - Eld0r

+1, a fleet management will be a nice tool.

For reusable parts don't forget Feedback [#2032](#)

(cause of the On-rails physics a craft disappear if farther away than 2.25 km from actual simulation view http://wiki.kerbalspaceprogram.com/wiki/Atmosphere#On-rails_physics)