Kerbal Space Program - Feature #318

Lat/Long Grid Overlay in Map Mode

03/09/2013 02:45 AM - purpletarget

Status:	New	**% Done:**	0%
Severity:	Low		
Assignee:			
Category:	Controls and UI		
Target version:			
Platform:		**Mod Related:**	No
Expansion:			

Description

Map Mode would benefit from having optional (toggleable) Lat/Long line overlay available for planets.

Eyeballing angles in Map Mode isn't overly accurate, and may require adjusting view to poles to estimate which may not always handy for whatever work is being done. Overlay would provide easier reference to the locations on the planet, and visually indicate angles without having to orient to specific view.

As a tool, will have various uses for enabling planetary RV's when resources are added.