

Kerbal Space Program - Feedback #495

[Suggestion] Ability to mark uncontrollable craft as debris

03/24/2013 01:42 PM - altazure

Status:	Closed		
Severity:	Unworthy		
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.19.1	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

At the moment, it is not possible to rename or change the type of probes that have run out of power, or manned ships with no crew inside. Many of these ships will never again be used by the player, and so end up cluttering the flight list in the Tracking Station, their orbits make the map view unnecessarily messy, and their icons make it more difficult to distinguish the actually relevant ships from what is in effect only debris. However, players who want a degree of realism don't simply want to 'end flight' for these ships.

Therefore I want to suggest that an option appears in the context menu of uncontrollable ships, named "Mark as debris", which changes the ship's type to debris.

History

#1 - 03/26/2013 01:27 AM - Ted

- Assignee deleted (altazure)

#2 - 08/16/2013 11:23 AM - Ted

- Category set to Gameplay

- Severity changed from Petty to Unworthy

#3 - 09/03/2015 01:45 PM - 5thHorseman

It is possible now (though may not have been in 19.1) to rename and reclassify unmanned (and unmannable) vessels in the tracking station.

- Click your vessel in the tracking station, either the ship or its name in the list on the left.
- Click the "i" button on the right.
- Click the name of the vessel in orange on the top.

This will bring up the standard naming window, where you can click "debris" (or any other category) and rename if you'd like.

#4 - 09/03/2015 06:02 PM - Squelch

- Tracker changed from Feature to Feedback

- Subject changed from Ability to mark uncontrollable craft as debris to [Suggestion] Ability to mark uncontrollable craft as debris

- Status changed from New to Resolved

- % Done changed from 0 to 100

You are correct, and this has been resolved. Thanks for pointing it out.

#5 - 07/17/2016 09:17 AM - TriggerAu

- Status changed from Resolved to Closed