

Kerbal Space Program - Feature #510

Suggestion: Dry/Wet Centre of Mass

03/31/2013 08:23 AM - thirstyemu

Status:	New	% Done:	0%
Severity:	Normal		
Assignee:			
Category:	Gameplay		
Target version:			
Platform:	Any	Mod Related:	No
Expansion:			
Description Would it be possible to have a switch or button next to the centre of mass button that would toggle between dry (no fuels) and wet (fully laden) masses. As currently most designs shift from nose/tail heavy to being balanced just as the fuel runs out - or vice versa - this would be especially helpful in the SPH so designs can be made that keep the centre of mass and lift together for the longest amount of possible time.			

History

#1 - 04/05/2013 12:44 PM - Qumefox

I second this. It would be extremely useful for plane/spaceplane construction.