

Kerbal Space Program - Bug #761

Quicksave - Quickload forgets the Target

06/06/2013 08:26 PM - tmcd123

Status:	Not a Bug	Start date:	06/06/2013
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.20.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Either Quicksave does not store the current target, or Quickload fails to restore it, but doing a Quicksave followed by a Quickload will forget your Target.

This is more important than it may look:

Just when you need it when learning to rendezvous and dock, the nice Quicksave function is useless. When two ships are in close proximity - and closing - after a Quickload there is no time to switch to map view, zoom in, and try to select one of the two ships that are very close together.

Recreated this on a completely fresh install (from Steam).

History

#1 - 06/17/2013 08:53 AM - Anonymous

- Status changed from New to Not a Bug

- % Done changed from 0 to 100

This is a missing feature, not a bug :)