

Kerbal Space Program - Feedback #9525

[Feature Request] Toggle-able One-Time Science Experiment (Goo, Science Jr.) Warning

04/27/2016 05:25 PM - Zhetaan

Status:	Closed	
Severity:	Low	
Assignee:		
Category:	Controls and UI	
Target version:	1.8.0	
Version:	1.6.1	Language: English (US)
Platform:	Linux, OSX, Windows	Mod Related: No
Expansion:	Core Game	
Description		
<p>This is mostly a quality-of-life request: When I gather data from non-rerunnable science experiments, I'd like to be able to toggle off the warning that I can only reset those experiments with a Scientist.</p> <p>For a somewhat similar example, the first time the player uses high physical time warp, there is a warning that doing so can destroy vessels, but it is also possible for the player to ignore the warning in the future with a 'Don't Show Me Again' checkbox. That's essentially what I would like to see here: a 'Don't Show Me Again' option for the non-rerunnable science experiments.</p> <p>I call this a quality-of-life request because the only time I really find it annoying is when I'm doing Goo experiments at the KSC microbiomes, but it nevertheless would be much appreciated if you could please look into it.</p>		

History

#1 - 04/28/2016 08:30 PM - jd284

- Status changed from New to Confirmed
- % Done changed from 0 to 10

Agreed, I posted this as #8763 during the pre but maybe now is a better time to get it implemented.

That said, for now I just make the experiments rerunnable using ModuleManager.

#3 - 07/17/2016 09:48 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification
- % Done changed from 10 to 0

#4 - 07/20/2016 01:18 AM - Zhetaan

- Status changed from Needs Clarification to Updated
- % Done changed from 0 to 10

This behaviour does still exist, exactly as described, in 1.1.3.

If you really, really want reproduction steps:

1. Create a craft with a Mk. I Pod and attached Mystery Goo container.
2. Launch.
3. Run the Mystery Goo experiment on the pad.
4. EVA and attempt to collect the science from the experiment via right-click dialogue.
5. Notice the unavoidable warning dialogue.

This also occurs with the Science Jr. and any other experiments set to 'Rerunnable = False' in the ModuleScienceExperiment section of the cfg, and additionally when attempting to transmit the science rather than collecting it on EVA.

To reiterate: the desired behaviour is for the dialogue to have a checkbox or other setting to disable it or otherwise prevent its appearance, much the same as the first-time warning dialogue given to players using high rates of physical time warp.

#6 - 11/15/2017 04:23 PM - Zhetaan

- Category changed from 92 to 36

- Version changed from 1.1.0 to 1.3.1

I changed this to a UI issue because I think it fits better there. Of course, the issue still exists, and at the risk of sounding too sarcastic, I will say that after more than a year and one half, I am *quite* aware that only scientists may reset experiments. Really, I am. No, really. I get it. May we please get a button to silence that alert?

#7 - 07/17/2018 03:03 PM - Zhetaan

- Severity changed from Unworthy to Very Low
- Version changed from 1.3.1 to 1.4.4

Updating once again.

#8 - 07/18/2018 07:45 AM - Zavain

Personally I find the warning annoying every time I do materials science or goo experiments. If adding a don't show again warning is too difficult, maybe just add another option (on one of the ksp setting pages) to suppress the warning.

#9 - 09/05/2018 01:36 PM - Zhetaan

- Severity changed from Very Low to Low
- Version changed from 1.4.4 to 1.4.5
- Expansion Core Game added

And another version update.

#10 - 01/10/2019 03:23 PM - Zhetaan

- Version changed from 1.4.5 to 1.6.1

Updating the version yet again.

#11 - 11/08/2019 12:10 AM - nestor

- Status changed from Updated to Ready to Test
- Target version set to 1.8.0

#12 - 02/21/2020 01:36 AM - chris.fulton

- Status changed from Ready to Test to Resolved

#13 - 02/21/2020 01:36 AM - chris.fulton

- Status changed from Resolved to Closed

Files

16hw7s8.png	433 KB	04/27/2016	Zhetaan
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