

## Kerbal Space Program - Feedback #13034

### Rover wheel motors should get ActionGroup for de-/activate

10/18/2016 09:46 PM - AlffromKerbal

<b>Status:</b>	New		
<b>Severity:</b>	Very Low		
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	1.2.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Like subject.

For energy saving purposes i switch off 1 or more wheels but want/need to add them temporarily getting up mountains. I'd find this useful.

#### History

#1 - 10/19/2016 02:52 PM - psycho\_zs

+1!

Solar panels and radiators too!