Kerbal Space Program - Feedback #13037

Mk3 Cockpit should have integrated SAS

10/18/2016 11:53 PM - Nebbie

Status:	New		
Severity:	Very Low		
Assignee:			
Category:	Parts		
Target version:			
Version:	1.2.0	**Language:**	English (US)
Platform:	Linux, OSX, PS4, Windows	**Mod Related:**	No
Expansion:			

Description
It's very odd having to slap a guidance unit on the nose. I get not wanting it to be automated, but shouldn't it have some SAS options when crewed (even without any of the crew being pilots, or having a pilot, but having SAS options possibly beyond the pilot's)? There's plenty of room in the thing for a guidance computer and you'd expect an aircraft to have a basic autopilot.

History

#1 - 10/18/2016 11:54 PM - Nebbie

Woops with the PS4 checkbox, only meant to select the three PC options.