

Kerbal Space Program - Feedback #13165

Add ability for manned non pilot spacecraft to delete manouver nodes

11/02/2016 12:19 AM - EvilBroccoli

Status:	Confirmed		
Severity:	Low		
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.2.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Hi.

When flying with non pilots, i find it interesting that you can add and edit maneuver nodes only with contact to the net (adds depth), BUT when flying out of contact after executing a maneuver i cant delete the node afterwards... this is really annoying for successive multiple node maneuvers since i dont know where to point the ship (especially if it is a large ship that takes time to turn)

i found out that the maneuver deletes itself after a while but its not that practical.

I understand the logic for not editing or adding maneuvers (he is not a pilot) but deleting, i mean he is a trained Kerbonaut capable of pushing a DELETE button :) .

Thanks!

History

#1 - 11/03/2016 11:19 PM - Nebbie

I'd really rather that maneuver planning be separated entirely from probe control by having a connection or crew necessary to upload the maneuver to the craft (and some way to schedule a burn instead of just always having throttle full/none), but deleting nodes alone would be fine too, as it's just inability to delete that's really annoying.

#2 - 11/08/2016 05:18 PM - jd284

- Status changed from New to Confirmed

- % Done changed from 0 to 10

I agree with this.

If necessary it could be made so you can only delete "completed" nodes, where the red "X" has turned into a green checkmark.