

## Kerbal Space Program - Feedback #13173

### Planetary Objects (planets, moons, etc.) should be easily zoomed

11/02/2016 07:24 PM - AlffromKerbal

<b>Status:</b>	New		
<b>Severity:</b>	Unworthy		
<b>Assignee:</b>			
<b>Category:</b>	Buildings		
<b>Target version:</b>			
<b>Version:</b>	1.2.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

When Kerbin is zoomed, i can click on mun and get a dialogue if i want to "focus view" despite of many orbits ob objects around it. Also with Minmus and maybe other objects. But when i focused on Mun, i have to tinker around with the camera to find a lonely spot without orbits on Kerbin to focus it with doubleclick. I would expect an easy way to "focus view" there aswell.

#### History

##### #1 - 01/13/2017 11:24 PM - AlffromKerbal

You can switch forward through objects by hitting tab-key but didn't realized a backward switch.

I just realized by another issue, that it is possible to switch backward by hitting shift+tab.

The problem is, that you need to hit left-shift which is also increasing thrust of engines!

I would suggest to change it to right-shift, i can't see a sideeffect using right-shift + tab.