Kerbal Space Program - Feedback #13360

More live parameters respected by "persistent" & "manual saves"

12/02/2016 07:21 PM - AlffromKerbal

Status:	New		
Severity:	Very Low		
Assignee:			
Category:	Application		
Target version:			
Version:	1.2.1	**Language:**	English (US)
Platform:	Linux	**Mod Related:**	No
Expansion:			

Description

1. When in flight (and in general), there are autosaves called "persistent". Problem is, you always find yourself at KSP. I would suggest to respect the location when making that persistent save, i.e. in flight, driving on ground. You cannot save while driving on ground for example, but persistent is saving no matter what (or prevent autosave when driving, some logic should be - or vice versa, allow manual saving while driving). At least put the player to that autosaved location, to at least have a chance to react instantly the game is ready.

2. Sometimes it is frustrating, you open up some part windows (i.e. science parts) to have a permanent watch and quick influence, you make them sticky and arrange them, but as soon you need to reload, it's all gone.
Would be nice to hava all the windows open again (same positions), when loading a save.

3. Would be nice to save the set camera option. I prefer free camera, but i always ever need to set it after load.

History

#1 - 12/02/2016 07:47 PM - AlffromKerbal

4. Make sure, that "control from here" is preserved.