

Kerbal Space Program - Feedback #13501

"Magnetic" cargobay floor

12/30/2016 12:46 AM - AlffromKerbal

Status:	New	
Severity:	Low	
Assignee:		
Category:	Parts	
Target version:		
Version:	1.2.2	Language: English (US)
Platform:	Linux, OSX, PS4, Windows, XBoxOne	Mod Related: No
Expansion:		

Description

Would be helpful i think, that floors of cargobays would have some magnetic/"grabbing" cababilities. You wouldn't need additional grabber or docking parts to fix payloads (rovers or debris collected) picked up in space or planets. You could drive into cargobay with your "car" and don't need to focus on specific docking/grabbing part to fix it to be able of transporting it. Additionally droven in vessels would have automatic autostruts so you could collect debres/vessels without problems when flying around i.e. landing with it through atmosphere on planet.

Decouple would be possible of cargobay, but vessel in cargobay could also just drive out, so there wouldn't be a standart docking (merging to one vessel), but just a good strut connection between 2 vessels.

Don't know if this is possible, but cargobays should have more capabilities related to usage.

History

#1 - 01/08/2017 05:21 AM - Enceos

It is probably impossible, but software designers often prove us wrong. If someone on the dev team figures out how to make parts not slide while placed on a moving vessel - we will have walking kerbals on ship decks while cruising the sea. This would be awesome.