

Kerbal Space Program - Feedback #18571

Feature Request - Add node in mission creator for "Part Count"

04/17/2018 12:46 AM - jclovis3

Status: Closed	
Severity: Low	
Assignee:	
Category: Gameplay	
Target version: 1.5.0	
Version: 1.4.2	Language: Deutsche (German), English (US), Español (Spanish), Français (French), Italiano (Italian), Português-Brazil (Portuguese-Brazil), русский (Russian), 日本語 (Japanese), 简体中文 (Chinese Simplified)
Platform: Linux, OSX, PS4, Windows, XboxOne	Mod Related: No
Expansion: Making History	

Description

The Vessel category in the mission creator has tests for vessel mass, velocity and other things, but not part count. While it may seem like mass can be used to determine if you lost any parts along the way, the change in fuel results in a change in mass. I want to create a test to check that you did not lose any parts (destroyed or decoupled) from one point to another.

Note, the Vessel Mass node does not allow recording of the mass at one point to compare with the mass at another (but it should) so a new test may have to be coded to be able to compare a part count from one point to the part count in another as well, especially when the player designs their own ship so you can't be sure how many parts they will use to begin with.

History

#1 - 10/15/2018 06:19 PM - joshua.collins

- Status changed from New to Ready to Test

- Target version set to 1.5.0

A part count node has been added to the mission builder in 1.5

#2 - 10/23/2018 05:00 PM - Steven.Verssen

- Status changed from Ready to Test to Resolved

This issue no longer occurs on build 1.5.1.2335. The Vessel Active Count node in Mission builder allows users to limit or customize parts used for each scenario.

#3 - 12/13/2018 12:56 AM - joshua.collins

- Status changed from Resolved to Closed