

Kerbal Space Program - Feedback #18884

Feature Request - Allow arrow keys to move selected node

05/12/2018 05:51 AM - jclovis3

Status:	New		
Severity:	Low		
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.4.3	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, Windows	Mod Related:	No
Expansion:	Making History		

Description

Along with the up coming snap to grid idea, I think it would be a good idea to allow the arrow keys to move the selected node(s) one pixel at a time to help straighten out any connecting lines and optionally, while holding Alt to move toward the next closest grid line in that direction.