Kerbal Space Program - Feedback #18950

Feature Request - Allow docking ports to serve as crew access ports too

05/16/2018 02:13 PM - jclovis3

Status:	New			
Severity:	Low			
Assignee:				
Category:	Gameplay			
Target version:				
Version:	1.4.3	**Language:**	Deutsche (German), English (US), Español (Spanish), Français (French), Italiano (Italian), Português-Brazil (Portuguese-Brazil), рýсский (Russian), □□□ (Japanese), □□□□ (Chinese Simplified)
Platform:	Linux, OSX, PS4, Windows, XBoxOne	**Mod Related:**	No
Expansion:	Core Game		

Description

Given that we now have the MK3 Cargo ramp, we will need to dock our various rovers inside, probably like a CRG-50 Cargo Bay. To do this, we'll need to use docking ports (if we want to reattach later) or decouplers. The theory behind a docking port is that in addition to connecting to a ship, they allow crew to pass through and gain access to the ship or station they docked with. So why shouldn't they be able to open it up and go on an EVA then when they are not docked? Take the Mk1 Crew Cabin seen here. Crew are not tourists, so they do need to EVA. If we have to dock using a docking port, then this will block the hatch to the cabin. Why should it?

I propose that the crew cabin hatch should not report it as being blocked if the interfering device is any kind of docking port, because docking ports should be able to open and close to let them pass through. In addition, docking ports placed on a ship ought to serve as possible EVA entry points even if they aren't the default place for exit. At the same time, if the natural exit on a part, say a MK3 Cockpit door was blocked, then exit should automatically look at the door on the other side, or any docking port attached to the same part.

Files

Make docking port a crew access port too.png	921 KB	05/16/2018	jclovis3