

Kerbal Space Program - Bug #19002

Spawn Kerbal node can't include a Kerbal after he/she is recovered

05/22/2018 03:17 AM - jclovis3

Status:	New	Start date:	05/22/2018
Severity:	Low	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.4.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Making History		
Description			
<p>I know this seems silly, but I want to have the VAB/SPH disabled to spawn the Kerbals and aircraft to be used during a mission, but when a Kerbal retrieves a lost part and "recovers" it, along with the Kerbal, I want to spawn the Kerbal again right back to their starting spot in the mission. The spawn Kerbal node currently does not recognize the sequence of events in the mission to determine that after a Kerbal recovery node, they should be available again. There is no way to spawn a part as stranded to make the player have to get to the part before recovery, so docking to it to recover is my only option, but I need to get the Kerbal back when the vessel is recovered (along with his rover).</p> <p>I would also like to see a way to make Kerbals or parts get removed as if part of the story line. You know, bring a part back to a specific location, and it is removed. Get all the parts, and a new aircraft is assembled somewhere near by. That would require being able to remove those parts from the game, even if on another planet, because of course recovery is not an option unless you're on Kerbin.</p>			

Files

Valentina not listed.png	170 KB	05/22/2018	jclovis3
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