

Kerbal Space Program - Feedback #19313

More flexibility to filter unwanted objects in mapview

06/26/2018 12:54 PM - AlffromKerbal

Status:	New		
Severity:	Low		
Assignee:			
Category:	Map and Planetarium		
Target version:			
Version:	1.4.4	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:	Core Game, Making History		

Description

I suggest to expand filtering.

I find it difficult to keep overview when having some more stuff in orbit or somewhere around Kerbin.

My thought was, that you could mark stuff, if markable, to be "invisible" for map or "idling", or how you would call "mission" satellites, that have done their job and maybe awaiting course correction but are always some kind of spam in mapview without possibility to filter them out except to misuse another given filter to do that.

So why not providing a "personel taste" filter like described, you also would extend need for additional or new filters because people would have a workaround to define their own understanding of a filter.

I really think you need custom filters, since you don't allow to sort things, which i suggested > 1 year ago.

Do you see any sense in this?