Kerbal Space Program - Feedback #19482

stock way of launching sea ships

08/04/2018 12:30 PM - flart

Status:	New		
Severity:	Low		
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.6.1	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:	Core Game, Making History		

Description

There are plenty submarines and sea ships on the steam workshop, but no way to launch them on/in the water without VesselMover mod.

Stock way of doing that almost there — the MakingHistory already has on/underwater launchpad. It can be placed underwater somewhere in shallow water in main game. It's all!

Other option is a sea-port building with a launchpad on the KSC beach or the island.

History

#1 - 08/11/2018 09:56 PM - Fengist

flart wrote:

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>
> Stock way of doing that almost there — the MakingHistory already has on/underwater launchpad. It can be placed underwater somewhere in shallow water in main game. It's all!
>
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There already is a stock way to get vessels to the water. Surface attach stack separators to the vessel, then surface attach wheels to the stack separator. Drive to the water, hit space bar. However, I would like to see a port facility as well.

#2 - 12/18/2018 03:11 PM - flart

- Version changed from 1.4.5 to 1.5.1

#3 - 01/22/2019 08:47 AM - quitessa

- Version changed from 1.5.1 to 1.6.1

Yeah a Port option even if part of the Making History DLC would be a much appreciated feature