

Kerbal Space Program - Feedback #20443

several part descriptions are misleading

11/23/2018 08:28 AM - Anonymous

Status:	New	
Severity:	Low	
Assignee:		
Category:	Parts	
Target version:		
Version:	Not Applicable	Language: English (US)
Platform:	Windows	Mod Related: No
Expansion:	Core Game	

Description

The in-game part descriptions are largely flavor text, and not really needed for most parts whose function is obvious, but several descriptions are misleading. Some unusually heavy parts are called 'lightweight', Mk2 fuselages are called 'speedier', etc.

The best example is probably that of the Kickback booster, whose page on the KSP wiki devotes most of its text explaining that what the in-game flavor text implies is not true in-game.

I have attached a configuration that corrects the misleading or confusing implications of part descriptions that I found in the base game.

(The Making History expansion has a higher density of misleading descriptions, as described at <https://forum.kerbalspaceprogram.com/index.php?/topic/176994-improved-descriptions-for-several-stock-parts/>)

History

#1 - 01/03/2019 08:57 PM - joshua.collins

- Tracker changed from Bug to Feedback

Files

partDescriptions.cfg	37.5 KB	11/23/2018	Anonymous
----------------------	---------	------------	-----------