Kerbal Space Program - Feedback #20746

Suggestion at the ability to turn off and on Nodes within the editor (for better control over the newer panels)

12/22/2018 12:57 PM - Anth12

Status:	New		
Severity:	Low		
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	Not Applicable	**Language:**	English (US)
Platform:	Linux, OSX, PS4, Windows, XBoxOne	**Mod Related:**	No
Expansion:	Core Game, Making History		

Description

To have a gizmo that turns off and on the nodes of the panels by clicking on them.
Click on them to change from green to red (usable to unusable)...and back again?

This could also help with other parts with multiple node points as well

Files

screenshot15.png	2.73 MB	12/22/2018	Anth12