

Kerbal Space Program - Feedback #21610

Feature request: IVA editor

03/16/2019 12:35 PM - snakeru

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

Description

There are very few user IVAs, mostly because this requires certain modder skills which is a rather high entry barrier. At the very same time the stock IVAs are there to merely designate the possibility of an IVA. And at the same time still there are mods with really reach IVAs showing that KSP is able to support these.

Why not cross the three and unleash the creativity of the users? The IVA editor could be made with the very same UI as the vehicle editor.

Imagine the boost this will give the game - new contracts, new modders, new users... And most of all - the countless IVAs made by the community!

A teaser link. This is not mine, all credit goes to MOARdV and ASET.

<https://i.imgur.com/i5duFKb.png>