

Kerbal Space Program - Feedback #22965

We should be allowed to "rename vessel" of a Breaking Ground Experimental station.

06/21/2019 08:51 PM - Dunbaratu

Status:	Closed		
Severity:	Low		
Assignee:			
Category:	Controls and UI		
Target version:	1.8.1		
Version:	1.7.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground		

Description

Breaking Ground's experimental ground stations are effectively "vessels" in the game. But they lack the "rename vessel" functionality from the flight view that probe cores and command pods normally have.

That means when first setting an experiment on the ground you have to go to the Tracking Station to give it a name that means anything to you (instead of "Probodyne experiment station" or some other generic term that it defaults to).

History

#1 - 11/14/2019 02:11 PM - Robert.Keech

- Status changed from New to Updated

#3 - 11/14/2019 08:32 PM - TriggerAu

- Status changed from Updated to Ready to Test

- Target version set to 1.8.1

This one has been implemented in a recent release

#4 - 02/17/2020 05:06 PM - Dunbaratu

- Status changed from Ready to Test to Resolved

This works now.

#5 - 02/21/2020 01:51 AM - chris.fulton

- Status changed from Resolved to Closed