

Kerbal Space Program - Feedback #22966

Add a button on vessel editor screen to open the robotics editor (Breaking Ground DLC)

06/21/2019 09:41 PM - basedoesgames

Status:	New		
Severity:	Low		
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.7.2	Language:	English (US)
Platform:	Linux, OSX, Windows	Mod Related:	No
Expansion:	Breaking Ground		
Description			
<p>While you can right-click the KAL Controller or go to the Action Groups window to open the robotics editor, I think adding a button where the Engineer's Report, KSPedia, and Messages buttons are would be a great addition. I've included an example as to how this button could work. It could display a list of the controllers on the vessel and if they do not have custom names, it can be displayed as "KAL-1000 Controller (1), KAL-1000 Controller (2), etc.</p> <p>This button would just add a convince factor for users and could save a bit of time while trying to build a vessel and work on the robotic movement. Opening the editor though the Action Groups window (at best) takes 3 clicks: Action Group Button -> Specific Controller -> "Open Editor".</p> <p>Right-clicking on a controller would take the same amount of clicks as this button addition would take. However, the controllers can be put in place where it is difficult to reach them, requiring the user to go clipping the view through the vessel trying to find it and then working on being able to actually click on the controller to get to the editor.</p> <p>I bought the Breaking Ground DLC as soon as it was released and this was an annoyance right from the start. I'd like to see this as an stock feature, but can see it becoming a mod if it does not.</p>			
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