

Kerbal Space Program - Feature #2300

Tweakable to disable an engine's shrouds

03/28/2014 03:45 PM - BloodyRain2k

<b>Status:</b>	New	<b>% Done:</b>	0%
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>			
<b>Platform:</b>	Any	<b>Mod Related:</b>	No
<b>Expansion:</b>			
<b>Description</b>			
There are rare cases, actually only with the NTRs, where the shrouds are becoming a problem. The easiest solution would be to add an editor tweakable that allows the disabling of these.			