Kerbal Space Program - Feature #2385

Remember how many kerbals were in a rocket.

04/12/2014 10:04 AM - Saskwach

Status:	New	**% Done:**	0%
Severity:	Low		
Assignee:			
Category:	Gameplay		
Target version:			
Platform:	Any	**Mod Related:**	No
Expansion:			

Description

When launching rockets, sometimes I like to only have 1 kerbal in a 3-kerbal module and others I like to fill up 3 hitchhikers worth of kerbals. It would be nice for the VAB to remember how many crew go in a particular rocket when I save it. As it stands, I have to make sure I put crew in as the last thing I do before every launch of any rocket that doesn't have exactly 1 full crew module.

History

#1 - 07/18/2014 03:16 PM - SMILIE_AUT

Still persists in 0.24!
Crew is even not saved when switching between Building/Action Groups and Crew Roster.

#2 - 07/21/2014 08:56 PM - lukeschlather

Reddit thread: http://www.reddit.com/r/KerbalSpaceProgram/comments/2ba8rn/there_should_be_a_way_to_make_the_game_remember/