

Kerbal Space Program - Feedback #24284

KAL-1000 Could use a "rewind" feature

11/02/2019 03:45 PM - Xyphos

Status:	New		
Severity:	Low		
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.8.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground		

Description

It would be nice if KAL-1000 could rewind itself back to the beginning via an Action Group after a sequence is played in "Loop mode: None" so the sequence can be played multiple times whenever the player feels the need to. currently, the player has to open the controller's context menu and set the play position to zero again before being able to play it again.