

## Kerbal Space Program - Bug #24529

### Show Space Center Crew Toggle does NOT hide Space Center Crew Vehicles

12/22/2019 02:08 PM - XLjedi

<b>Status:</b>	Confirmed	<b>Start date:</b>	12/22/2019
<b>Severity:</b>	Low	<b>% Done:</b>	10%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	1.8.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

In game settings, when you disable the "Show Space Center Crew" toggle OFF the "Show Space Center Crew" option, the space center crew vehicles continue to drive around the SPH in their typically annoying fashion.

Could we disable those from appearing please?

#### History

##### #1 - 12/23/2019 02:30 AM - Anth12

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Agreed, the crew should include the vehicles in my opinion

Confirmed.

##### #2 - 12/23/2019 02:31 AM - Anth12

Might technically be feedback...

##### #3 - 12/24/2019 03:15 PM - XLjedi

Anth12 wrote:

Might technically be feedback...

In a previous version the vehicles were also removed with crew, so I see it as a bug.

##### #4 - 12/24/2019 08:54 PM - Anth12

Didnt know that.

I didnt remove the crew from my KSP playing until more recent versions. maybe 1.5 or 1.6. so my experience of this has been in the game ever since I started removing the crew.

##### #5 - 02/11/2020 06:40 PM - XLjedi

Can we please get rid of the vehicle animations in the SPH/VAB!!

I used to be able to use the editors on my potato laptop to design various things while away from my main PC. Every time one of these stupid animations of cars driving around with flashing lights hits my SPH; it tanks my framerate. I can't use my laptop as a design tool anymore because of these stupid little vehicles.

The checkbox to disable/hide "Ground Crew" in the SPH/VAB needs to hide these vehicles as well. I swear that in an old install this worked correctly, 1.3 maybe? Possibly, sometime around the 1.4 upgrade (I think) the vehicles just refuse to disappear.