

## Kerbal Space Program - Feedback #25072

### Make adapters that contain fuel appear in more than one parts category

03/20/2020 06:43 PM - Deddly

<b>Status:</b>	New		
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>		<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game, Making History		

#### Description

Currently, adapters that contain fuel are in the Fuel category, but adapters without fuel are in Structural. Wouldn't it make more sense to the player if fuel-filled adapters were in both categories?