

## Kerbal Space Program - Feedback #25858

### Adding icons to the telemetry/commnet bar

07/28/2020 10:01 PM - goufalite

<b>Status:</b> New	
<b>Severity:</b> Low	
<b>Assignee:</b>	
<b>Category:</b> Modding	
<b>Target version:</b>	
<b>Version:</b>	<b>Language:</b>
<b>Platform:</b> Windows	<b>Mod Related:</b> No
<b>Expansion:</b> Core Game	
<b>Description</b>	
<p>I'd like to add an icon (a battery icon for example) to the telemetry bar. So I took a look at the API and apparently all is bound to the TelemetryUpdate class (<a href="https://kerbalspaceprogram.com/api/class_k_s_p_1_1_u_i_1_1_screens_1_1_flight_1_1_telemetry_update.html">https://kerbalspaceprogram.com/api/class_k_s_p_1_1_u_i_1_1_screens_1_1_flight_1_1_telemetry_update.html</a>).</p> <p>But there seems to be some problems:</p> <ul style="list-style-type: none"><li>• The icons seem fixed (arrow_icon, control_icon,...), as we can't add more than those already existing</li><li>• The icons refer to sprites (AU1, AU2,...). I don't know where they are stored. It could be great to add icons as png/jpg pictures like the Tech tree icons.</li></ul> <p>I already asked on the forums if a mod already does this without any answer (<a href="https://forum.kerbalspaceprogram.com/index.php?topic/188847-how-to-add-new-commnet-icons/">https://forum.kerbalspaceprogram.com/index.php?topic/188847-how-to-add-new-commnet-icons/</a>).</p> <p>I don't have a Unity knowledge but I suppose adding images to this class might need to also update the Unity component?</p> <p>Is it possible to have a better moddability of this component, or at least can I have some hints on how to do this?</p> <p>Thanks!</p>	