

Kerbal Space Program - Feedback #26853

Combine Kerbal lifting capacity while in construction mode outside the VAB/SPH.

12/17/2020 08:55 PM - electron2059

Status:	New		
Severity:	Low		
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.11.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

There should be a way to move and attach/detach parts that exceed the carrying limit while in gravity of a single Kerbal engineer. Such as being able to move and construct I-beams while on the surface of Kerbin. If multiple Kerbals are within a certain range of the object they can exceed the ability of a single Kerbal.