

Kerbal Space Program - Feedback #27168

Performance idea: Base building.

01/29/2021 01:42 PM - jukkamuhonen@hotmail.com

Status:	New		
Severity:	Low		
Assignee:			
Category:	Physics		
Target version:			
Version:	1.11.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

When building bases, player most of times intends that base is stand still, docked to surface.
Give us option for parts to be static. And if player clicks that static button whole rigid body will be static, no more physics calculation.
This could lead to some unrealistic builds but let player decide how realistic they wanna play their game.