

Kerbal Space Program - Feedback #27202

MOD: Kerbal Alarm Clock features should be built into game.

01/31/2021 11:17 PM - jukkamuhonen@hotmail.com

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

Description

Having multiple flights going same time is impossible to manage without this feature.

History

#1 - 03/10/2021 07:42 AM - Crazy1

KAC is essential for career mode with 15 contracts.

#2 - 03/22/2021 06:41 AM - moronrocket

As a possibly cheap alternative, add a new Craft Type icon that is an Alarm Clock. This way I can set craft with future encounters to Alarm Clock and isolate them from my massive list of crafts in the Tracking Center (right now I do this using planes, since I don't use planes).

Then add sorting options to the left list

- Mission launch time
- Time to next Manuever Node
- Mission Name
- ?? Mission elapsed time?

Just the new Craft Type icon would be a really nice touch, if the sorting thing is too hard.