

Kerbal Space Program - Feedback #27565

Undo for EVA Construction

04/25/2021 11:41 AM - Anth12

<b>Status:</b>	New		
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>	Editor		
<b>Target version:</b>			
<b>Version:</b>	1.11.2		
<b>Platform:</b>	Windows		
<b>Expansion:</b>	Core Game	<b>Language:</b>	English (US)
		<b>Mod Related:</b>	No
<b>Description</b>			
At first the lack of undo seemed to make sense in EVA construction however its so easy to make a mistake and can be difficult to get a part back into exactly the right position.			
Anyway we can add Undo to eva construction?			