

Kerbal Space Program - Feedback #3378

Crewtransfer looks imperfect

10/20/2014 09:43 AM - MalfunctionM1Ke

Status:	Needs Clarification		
Severity:	Low		
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.25	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

Although the Crewtransfer is a very welcomed new feature, there are some logic-issues that I have with it and that would probably appear as imperfect or unfinished to other Players.

1) You can transfer Kerbals from one Pod through a single Docking Port into another Pod ("Pod" "outward facing docking port" "Pod") You can not dock like this but you can launch a vessel like that and undock (split the craft in half) afterwards.

Kerbals should only be able to transfer into another Craft if they are both connected to each other with two outward facing Docking Ports.

2) Kerbals can transfer through Tanks, Pods that are full of Kerbals without empty seats, Girder-Sections out of Cubic-Octags. Crew should only be able to transfer through a couple of parts like:

~~ether pods~~

~~mated docking ports~~

~~Habitat modules (such as the hitchhiker container)~~

~~Rockomax HubMax Multi Point Connector~~

~~Structural Fuselage~~

~~Bi/Tri-/Quad-Coupler~~

~~Mobile Processing Lab~~

I know that KSP tries to keep a balance between realism and fun and that the fun-part outweighs the realism of-course. But making some parts inaccessible does not kill the fun because you can still go on EVA and access the other Pod the old-fashioned way.

Hope you find this feedback usefull :)

History

#1 - 07/17/2016 09:26 AM - TriggerAu

- Status changed from New to Needs Clarification

Files

Figure 1.jpg	288 KB	10/20/2014	MalfunctionM1Ke
Figure 2.jpg	374 KB	10/20/2014	MalfunctionM1Ke
Figure 3.jpg	302 KB	10/20/2014	MalfunctionM1Ke