Kerbal Space Program - Feedback #3897

Kerbal Experience should be a toggle-able feature in Science Mode

12/25/2014 07:53 AM - MalfunctionM1Ke

Status:	Needs Clarification			
Severity:	Normal			
Assignee:				
Category:	Gameplay			
Target version:				
Version:	0.90	**Language:**	English (US)	
Platform:	Win32	**Mod Related:**	No	
Expansion:				

Description
Kerbal Experience is no topic in Science Mode right now.
Allthough it would be neat to have it as a toggle-able option in the Difficulty setting when creating a carrer.

History

#1 - 12/25/2014 07:54 AM - MalfunctionM1Ke

Edit: all hired Crew-Member start with Lvl 5 right now in Science Mode.

#2 - 07/27/2015 05:56 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

#3 - 07/17/2016 09:31 AM - TriggerAu

- Status changed from New to Needs Clarification