

Kerbal Space Program - Feature #3904

Planet Indicator for surface measurement missions

12/26/2014 02:15 PM - marcushouse

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|------------------------|-------------|---------------------|----|
| Status: | New | % Done: | 0% |
| Severity: | Low | | |
| Assignee: | marcushouse | | |
| Category: | | | |
| Target version: | 0.90 | | |
| Platform: | Any | Mod Related: | No |
| Expansion: | | | |

Description

It was really tricky to find the correct area to perform the temperature scans on mun/bodies. Just having a target indicator appearing on the planet and nav ball would be wonderful (because the target area is so small it is quite hard to get it spot on).

History

#1 - 12/26/2014 04:57 PM - wcoenen

There already appears an indicator in map view, and you can click it to get the option to show it on the nav ball.

#2 - 12/27/2014 02:01 AM - barnaba

Still, the navball stuff is awkward - imho it needs a little arrow, pointing in a direction of the target on the navball (like you get an arrow for manouver nodes, when the vector isn't currently on the visible side of navball).

Target appearing on planet would be great for EVA kerbals, who don't have a navball and for landings. Sometimes you get the center of the target zone in a really hard position (like a sharp slope on a mun), and being able to see where it exactly starts and ends in planet view would be much less frustrating.

#3 - 12/29/2014 04:12 PM - wcoenen

relevant mod: <http://forum.kerbalspaceprogram.com/threads/104758-0-90-In-Flight-Waypoints-v1-1-1-2014-12-26>

#4 - 12/31/2014 04:10 PM - marcushouse

Yes this is exactly what I mean. Just a marker on the surface would be perfect. Having the Navball Target marker point at the point would be great also (so then you can see relative velocity etc).

Like the mod, but really should form part of the default game.

I love how mods increase the functionality of the game but having things like this built in is important.