

Kerbal Space Program - Feature #478

Hide or disable "Resume Saved" when no saves are available

03/22/2013 02:00 PM - pizzaoverhead

Status:	New	% Done:	0%
Severity:	Petty		
Assignee:			
Category:	Controls and UI		
Target version:			
Platform:	Any	Mod Related:	No
Expansion:			
Description When selecting the Start Game menu on a new install of Kerbal Space Program, the Resume Saved menu option is available. Clicking it leads to a "Continue Saved Game" window with no options other than to cancel. Instead of this, the Start Game menu option should either be disabled or hidden.			

History

#1 - 03/23/2013 12:18 AM - zerke2001

I agree with this.