

Kerbal Space Program - Feedback #4797

Sepratrons need to be introduced earlier in the techtree

04/28/2015 08:52 PM - MalfunctionM1Ke

Status:	Needs Clarification		
Severity:	Low		
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.0	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

Right now they are placed deep down in the techtree between the huge NASA-SRB and the Nerva-Engine.

On second thought, maybe all the tiny engines in the same node should be introduced earlier.

History

#1 - 04/28/2015 10:22 PM - MalfunctionM1Ke

- File 2015-04-28_00005.jpg added

Edit: Possible workaround is to use the Flea-SRB's with the minimum amount of fuel. Very Kerbal way to do it, but probably not intended.

#2 - 04/29/2015 04:43 AM - SoulWager

Well, you don't really need sepatrons that early, just put the decoupler closer to the top of the booster.

#3 - 04/29/2015 09:48 AM - MalfunctionM1Ke

You cant do that if your Booster is one long solid part, Soulwager.

#4 - 07/17/2016 09:27 AM - TriggerAu

- Status changed from New to Needs Clarification

Files

2015-04-28_00003.jpg	231 KB	04/28/2015	MalfunctionM1Ke
2015-04-28_00005.jpg	307 KB	04/28/2015	MalfunctionM1Ke