

## Kerbal Space Program - Feature #5119

### Let users explicitly assign Kerbals before launch from the VAB and SPH

06/11/2015 01:44 AM - jpl

<b>Status:</b>	New	<b>% Done:</b>	0%
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>			
<b>Target version:</b>			
<b>Platform:</b>	Any	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Currently, a default Kerbal is assigned to a rocket/vehicle when launching from the VAB and SPH. The default should be empty and let the user explicitly assign Kerbals before launching via a separate dialog window (similar to choosing to launch from the main space center view). This way rockets that are meant to be empty will not launch with a Kerbal accidentally placed in it.

#### History

##### #1 - 06/11/2015 02:32 PM - diego\_gz

+1 to this request.

I know it is 1 step more in the process to launch but it makes a lot of sense to choose the crew before launch (just like click directly in the launchpad or runway).

##### #2 - 06/15/2015 03:32 PM - Kasuha

If you start the design with a command pod, it gets a crew assigned automatically.

If you start the design with non-crewed part, any command pods attached to the rocket will be initially empty.

Also, you can set up the crew from VAB/SPH using the crew button to the right of the action groups button. The matter is just to not forget to check the crew before launching.