

Kerbal Space Program - Feedback #6452

"Save Game" and "Load Save" in flight scene pause/escape menu.

12/30/2015 11:35 AM - sal_vager

Status:	Closed		
Severity:	Low		
Assignee:			
Category:	Controls and UI		
Target version:	1.2.0		
Version:	1.0.5	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

The save dialogue (modkey+F5) and load dialogue (modkey+F9) are non-obvious to new players.

It'd be a lot easier to use this feature, as well as easier to find, if the "Save Game" and "Load Save" buttons from the Space center menu were in the flight scene menu, they could then be accessed by pressing escape.

This would greatly improve quality of life in KSP as well as reduce the instances where players revert to old quicksaves or fail to save, as the increased accessibility of a menu option would make the named save feature more widely used.

It'd not hurt to also have "Quit to main menu", which many players have requested be possible from the flight scene.

History

#1 - 07/17/2016 09:41 AM - TriggerAu

- Status changed from New to Needs Clarification

#3 - 10/14/2016 02:49 AM - Squelch

- Status changed from Needs Clarification to Ready to Test

- Target version changed from Not Applicable to 1.2.0

- % Done changed from 0 to 80

The pause menu has been reworked and made more intuitive now.

This should be fixed in KSP 1.2

#4 - 11/06/2016 07:47 PM - JPLRepo

- Status changed from Ready to Test to Closed

- % Done changed from 80 to 100

Closing as this was added to 1.2.0.

Files

screenshot281.png

696 KB

12/30/2015

sal_vager