

Kerbal Space Program - Feedback #6977

Please improve camera view persistence and transitions

02/15/2016 09:34 PM - Kasuha

Status:	Needs Clarification		
Severity:	Very Low		
Assignee:			
Category:	Camera		
Target version:			
Version:	1.0.5	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

This is pure quality of life improvement request, current correct game behavior is not very comfortable in certain situations.

When undocking or decoupling, camera view direction and zoom level is persistent. The view just slides from center of mass of the initial vehicle to the center of mass of the resulting vehicle.

(Note: when undocking, camera usually stays with the "station" ship, not with the ship that undocked from it - it would be probably nicer if camera stayed with the undocked ship as most of the time that's the one I'm going to use, it would save me having to switch to the ship and adjust camera angle and mode again)

When docking, putting Kerbals in command seats or when sending Kerbals on EVA, camera abruptly changes view. It would be really nice if this abrupt change wasn't there.

In case of docking the current behavior is usually acceptable if the docking operation was last thing I was going to do with the ship. Which is not even half of the time in my case. In case I am getting ready to do something more such as transfer fuel or Kerbals, or undock something else, the abrupt camera change means I need to get oriented again and focus on point that is often nearby to the point on which I was focused during docking. Persistence/smooth change would make that much easier. Camera could perhaps keep the direction and zoom out relative to how much the focal point (center of mass) changed position.

In case of sending Kerbals on EVA, especially if it's about more of them (even three is enough) the current behavior gets quite annoying since the camera usually completely turns around and I don't even see the Kerbal, I am looking at it "through the rocket" instead of relatively comfortable view I had (and needed to set up) at the hatch originally. I have to turn the camera almost 180 degrees to see the Kerbal again after each Kerbal so I can do with it what I intended. Particularly this behavior was the main reason why I'm logging this.

It would be also great if the camera returned to ship's stored camera position after boarding a Kerbal. If I switch from ship to ship, the camera remembers viewing angle, zoom level and mode for each of them. After boarding a Kerbal, the view direction is restored but the zoom level is inherited from the Kerbal - which usually means the camera clips inside the ship. I'd even call this behavior a bug.

Another option would be if camera kept looking at the part the Kerbal has just entered in which case the persistence of Kerbal's perspective (including direction) would be welcome, again to reduce disorientation from abrupt camera view changes. And ability to focus individual parts of the ship instead of just ship's COM would be a godsend to everyone trying to maintain a large orbital station or just a long ship.

History

#1 - 07/17/2016 09:44 AM - TriggerAu

- Status changed from New to Needs Clarification