

Kerbal Space Program - Feature #763

Maneuver node's Delta-V & Burn time left indication in IVA

06/07/2013 05:30 PM - SwiftHands

Status:	New	% Done:	0%
Severity:	Low		
Assignee:			
Category:	Gameplay		
Target version:	0.20.2		
Platform:	Win32	Mod Related:	No
Expansion:			

**Description**

Adding the maneuver node's required Delta-V (m/s) and estimated burn time to the IVA view, normally indicated on the external view when a maneuver node is placed (next to the navball)

NOTE:

Several very well made IVAs were made by the community, and used by a large number of addons, (all using the squad native props to populate the IVA scene).

to prevent further work from addon developers and to maintain compatibility;  
in an event that this feature will be implemented, I recommend adding this indication as part of an existing native prop, rather than creating a new one.

for example, prop - ledPanelSpeed, could be altered to include the maneuver indication, right next to the current speed in m/s.  
this way when a community made IVA refer to the native props to be used,  
it will be included in their IVA view without any required changes to the current IVA configs.

History

#1 - 07/27/2015 06:04 PM - Squelch

- Platform Win32 added
- Platform deleted (Windows)