

Kerbal Space Program - Feedback #9523

Disabling "probe" visibility in the tracking station also disables the probe icon in map mode of your current probe.

04/27/2016 04:58 PM - KerbalEssences

Status:	Closed		
Severity:	Very Low		
Assignee:			
Category:	Controls and UI		
Target version:	1.2.0		
Version:	1.1.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			
Description			
Hey guys! As mentioned, if you disable the probe visibility (probably others too?) in the tracking station to clean up your map a little - and improve the game performance - the icon of the probe you are currently flying also vanishes in map mode. I think that should not be the case or at least it looks odd.			
Win10 64Bit Steam			

History

#1 - 05/04/2016 09:26 PM - smjjames

- *Tracker changed from Bug to Feedback*
- *Status changed from New to Confirmed*
- *Severity changed from Low to Very Low*
- *% Done changed from 0 to 10*

This seems more like feedback than a bug necessarily, but yeah, I agree here that it would be nice if your active crafts icon remained. Also happens for the other icons as well.

#3 - 07/17/2016 09:55 AM - TriggerAu

- *Status changed from Confirmed to Needs Clarification*
- *% Done changed from 10 to 0*

#4 - 10/14/2016 01:12 AM - Squelch

- *Status changed from Needs Clarification to Ready to Test*
- *Target version set to 1.2.0*
- *% Done changed from 0 to 80*

this has been address and should be fixed in KSP 1.2

#5 - 11/06/2016 08:18 PM - JPLRepo

- *Status changed from Ready to Test to Closed*
- *% Done changed from 80 to 100*

Closing as this was fixed in 1.2.0