

## Kerbal Space Program - Feature #3319

### Have vessel focus remain on the "Controlled" part in the event of disassembly

10/07/2014 03:46 PM - illectro

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

#### Description

Selecting 'Control From Here' on a pod or probe in a spacecraft should affect which section remains the active vessel in the eventuality of the spaceship breaking apart or being damaged.

#### History

##### #1 - 10/07/2014 03:49 PM - Ted

- Tracker changed from Bug to Feature

- Subject changed from *When vessels break focus on the section containing the current control pod* to *Have vessel focus remain on the "Controlled" part in the event of disassembly*

##### #2 - 10/07/2014 04:08 PM - illectro

I have an example of undesired behaviour - where a Deadly reentry failure has the focus follow the explosion of a minor part which happened to be the root of the vessel, rather than following the probe which had 'control from here' requested.

<http://youtu.be/5cYM-kp1274?t=18m20s>

##### #3 - 10/07/2014 06:15 PM - Squelch

The default behaviour appears to be to focus on the section that has the most kerbals. This can be seen by building a craft with a probe core as the root part, and then attaching any number of Kerbal carrying parts later. Staging, or destroying a part will ignore where the craft is being controlled from in favour of following the Kerbals. This might not always be desirable, and needs a speedy switch vessel to maintain control of what should be the main vessel.

In most cases the controlled part *is* the section with the Kerbals, but not always. I support the controlled part being the focus until a manual switch is invoked.