

Kerbal Space Program - Feature #335

Time Delay for Action Groups/staging (and execute after separation)

03/09/2013 02:45 PM - purpletarget

<b>Status:</b>	New	<b>% Done:</b>	0%
<b>Severity:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Platform:</b>		<b>Mod Related:</b>	No
<b>Expansion:</b>			
<b>Description</b>			
<p>Have not been able to confirm that action group items fail after separation of components from command module of ship. If setting action groups (particularly on abort) for separating of all decouplers, find that some decouplers and separators fail to execute and remain attached. Indicating that AG items don't keep executing after disconnected from main control part of ship.</p> <p>Also during staging, all items fire at one time, so parachutes open as soon as decoupled which can result in part collisions, or parachutes plus sepratrns firing can counteract each other.</p> <p>Feature would include a time delay to staging and AG items allowing events to fire in sequence after a programmable delay. (By editing time values, or simply adding more of them). Execute after disconnect would allow sequences to finish after parted from the control part.</p> <p>Illustrations provided here as examples only of baseline requirement...I'm sure players will be far more creative in doing crazy stuff with it.</p>			