

## Kerbal Space Program - Bug #4955

### Staging engine together with fairing does not activate the engine

05/09/2015 06:18 AM - Kasuha

<b>Status:</b>	Closed	<b>Start date:</b>	05/09/2015
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	1.0.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Any	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Placing engine on a decoupler inside a fairing may be done with intent to fire the engine at once with opening the fairing.

If the engine is between root part and the fairing, the engine does not activate but is staged and must be activated manually.

If the root part is behind the fairing, the staging works correctly and the engine activates.

While the goal can be achieved, I find the behavior confusing since it depends on placement of root part. What happens during staging should not depend on where root part is.

#### Related issues:

Related to Kerbal Space Program - Bug #5121: Missbehaviour with contents non-...	<b>Duplicate</b>	<b>06/11/2015</b>
Related to Kerbal Space Program - Feedback #5955: Fairings, "Cannot activate ...	<b>Closed</b>	

#### History

##### #1 - 05/17/2015 09:06 AM - BloodyRain2k

This also applies to chutes and probably other things that can get staged, if there's anything left besides decouplers, which are for some reason fine with being staged inside fairings.

It also extends past staging: bind solar panel toggling and fairing decoupling onto a key and then in flight press that key, you'd expect the fairings to blow off and the panels to extend but nope, that's not what's happening.

What happens instead is that the fairing gets blown off and the solar panels toggle open without opening, yes you've read that right.

Because when you press a 2nd time nothing happens at all, which made me assume that the panels toggles "open" before and are now closing, which is done fast as they're already closed.

Now if you press a 3rd time they finally open.

##### #2 - 12/16/2015 10:24 AM - sal\_vager

- Related to Bug #5121: Missbehaviour with contents non-opened fairings after decoupling added

##### #3 - 12/16/2015 10:26 AM - sal\_vager

- Related to Feedback #5955: Fairings, "Cannot activate while stowed!" added

##### #4 - 07/17/2016 09:29 AM - TriggerAu

- Status changed from New to Needs Clarification

##### #5 - 08/09/2016 01:51 PM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention

#### Files

screenshot7.png	1.44 MB	05/09/2015	Kasuha
screenshot6.png	1.63 MB	05/09/2015	Kasuha
screenshot8.png	1.19 MB	05/09/2015	Kasuha