

Kerbal Space Program - Feature #783

Allow action groups to toggle resource flow

06/18/2013 12:52 PM - Anonymous

Status:	New	% Done:	0%
Severity:	Unworthy		
Assignee:			
Category:	Controls and UI		
Target version:			
Platform:	Any	Mod Related:	No
Expansion:			

Description

Wouldn't it be nice to have an action group binding that toggles fuel flow?

Let's say you have a command module with 12 rounded RCS tanks and a main fuel tank. Attached to the sides are liquid fuel tanks and a couple of RCS containers. The idea is that you use the extra fuel and RCS to dock with a lander already in orbit, jettison the extra tanks, and then fly off. The problem is that in order to prevent the main RCS from draining, you need to toggle 12 separate RCS tanks.

Not only is this annoying, but it also creates a possibility for error. What if you accidentally leave a single RCS tank open? It won't be an immediate problem, but as it drains, your craft will become unbalanced. Rebalancing the tanks is a monumental task, considering you have 12 of them.

Surely it's not too huge of a task to enable action groups to toggle fuel/RCS flow?

History

#1 - 03/05/2017 08:01 PM - Blucode

Version 1.2.2

Still no action for fuel tanks in action groups menu...

I use crossfeed enabled radial mount for an asparagus-like rocket, and without this feature I have to do 2 clicks per tank, that's $3 \times 4 \times 2 = 24$ precise clicks to be done at the time I discard first stage...

Shall I create a new ticket with another title and detailed example ?