

# Kerbal Space Program - Bug #10277

## Stage/phases stacking after EVA

08/04/2016 02:53 PM - ricasan

<b>Status:</b>	Acknowledged	<b>Start date:</b>	08/04/2016
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	PS4 - 1.1.0	<b>Language:</b>	English (US)
<b>Platform:</b>	PS4	<b>Mod Related:</b>	No
<b>Expansion:</b>			

### Description

When doing an eva (and mostly when going far away or changing focus from ships/objects), after kerbal returning to ship, the pre-defined stage sequence stacks to a single stage (all icons remain together in stage 0), requiring to re-establish, in flight, all the sequence again.

### History

#### #1 - 09/05/2016 09:14 AM - kotan

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Can confirm.

Just launch multistaged craft and EVA.

#### #2 - 01/16/2018 04:09 AM - bewing

- Status changed from Confirmed to Acknowledged

- % Done changed from 10 to 100