Kerbal Space Program - Feature #1457

Vessel merging when docking should group active engines in a new stage

10/10/2013 12:18 AM - BloodyRain2k

Status:	New		**% Done:**	0%
Severity:	Low			
Assignee:				
Category:	Gameplay			
Target version:				
Platform:	Any		**Mod Related:**	No
Expansion:				

Description

I think it'd help a bit with docking vessels if active engines in the current stage (engines of later stages can be ignore I guess) of both vessels would be combined into a new added stage so you don't end up with stages with mixed things like inactive engines or decouplers or whatever can happen when docking things together that then forces you to pull out the engines again from there into a new stage.