

## Kerbal Space Program - Feature #2518

### Module Staging instead of Part Staging

06/12/2014 01:35 PM - BloodyRain2k

<b>Status:</b>	New	<b>% Done:</b>	0%
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>			
<b>Platform:</b>	Any	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Currently we can only stage all modules in a part at once.

So it's for example impossible to have a part that contains an SRB and a decoupler and fire first the SRB and then in a later stage the decoupler.

Another thing that'd be really useful would be delayed staging. This would be great for Launch Escape Systems as you could just put the decoupler, escape SRB and chutes on the Abort key and simply set the chutes to fire 5 seconds later, by that time are the SRBs already burnt out and the chutes don't hinder the escape.

#### History

##### #1 - 08/04/2014 03:53 AM - Mesons

- File *Late Decoupler.craft* added

You can prevent modules in a decoupled stage from activating by setting them to later stages. In order to activate them, the newly decoupled stage must be controllable. I don't think this is a bug. See the attached .craft for an example.

#### Files

Late Decoupler.craft	17.1 KB	08/04/2014	Mesons
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