

# Kerbal Space Program - Feedback #25932

## 2 ideas for Staging

08/08/2020 11:57 PM - m\_creech

<b>Status:</b>	Confirmed		
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>	Staging		
<b>Target version:</b>			
<b>Version:</b>	Not Applicable	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux, OSX, PS4, Windows, XboxOne	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

### Description

These are a couple of things that would add flexibility and realism.

- When setting Actions during the build, Stage would give the option of "Always" or "One Time". "Always" would function as it does now, "One Time" would allow the event to trigger once and add an icon in the staging stack. This may be similar to Feedback [#23214](#).

- Delay. Effectively a delay fuse, this would enable a sequence of events to be triggered with one key press. The most obvious use for this would be to stop parts colliding or other bad interactions. With a little cleverness some really complex dynamics could be achieved. This might be obvious, but the triggered event should continue running on detached, uncommanded stages. I've seen this idea suggested a few times, most recently by "Kroslev Kerman" in the KSP forums, credit where it is due.

Thanks for your consideration.

### History

#1 - 10/16/2020 07:26 AM - jukkamuhonen@hotmail.com

- Status changed from New to Confirmed

#2 - 01/31/2021 01:24 AM - ElectroLlama

enable a sequence of events to be triggered with one key press. The most obvious use for this would be to stop parts colliding or other bad interactions. With a little cleverness some really complex dynamics could be achieved.

This sounds like something you could do with the KAL-1000 controller in the Breaking Ground DLC, but I don't have personal experience with it.