

## Kerbal Space Program - Feature #420

### Add Action Group for Liftoff

03/17/2013 05:17 AM - rspeed

<b>Status:</b>	New	<b>% Done:</b>	0%
<b>Severity:</b>	Very Low		
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Platform:</b>		<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Players may have certain actions they want executed at the moment the spacecraft lifts off (turning on lights, disable engines, etc), so there should be an action group that is triggered by that event.

#### History

##### #1 - 03/17/2013 05:40 AM - Anonymous

- Category set to 36

- Severity changed from Low to Very Low

There's already an action group setting for staging, liftoff is the first stage so shouldn't that work?

##### #2 - 03/17/2013 05:42 AM - rspeed

That gets executed every time a stage stage separates, which could cause problems later. For example, if you turned off an engine at liftoff, you may enable it manually at some point in the flight, only to have it shut off again at the next stage.