

## Kerbal Space Program - Feedback #9492

### Stages emptied by part destruction disappear now

04/25/2016 06:59 PM - SolraBizna

<b>Status:</b>	Needs Clarification		
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>			
<b>Target version:</b>			
<b>Version:</b>	1.1.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			
<b>Description</b>			
<p>Recently, I was attempting to re-enter with a larger-than-designed portion of my rocket intact. At the exact moment I decided this was infeasible, and attempted to jettison the extra stage, the stage and its decoupler were destroyed by overheating. As a result, the spacebar press that was intended to activate the decoupler instead activated (and instantly destroyed) the drogue chutes on the stage behind it. Luckily, the drogues were not necessary for a low-altitude landing...</p> <p>Before the staging rewrite, stages emptied of parts remained in the queue. This had many undesired consequences, but did not experience this problem.</p> <p>Leaving this at Low priority because... well, if the precise timing of a spacebar press, relative to PART DESTRUCTION, during RE-ENTRY is critical to your rocket design, your rocket design is flawed. :)</p>			

#### History

#1 - 07/17/2016 09:47 AM - TriggerAu

- Status changed from New to Needs Clarification