

Kerbal Space Program - Bug #1145

a kerbal gets a KIA after a crash nearby

07/27/2013 10:09 AM - lcrdell

Status: Duplicate	Start date: 07/27/2013
Severity: Normal	% Done: 100%
Assignee:	
Category: Gameplay	
Target version:	
Version: 0.21.1	Language: English (US)
Platform: Any	Mod Related: No
Expansion:	

Description

Hi!

KSP version: KSP 0.21.1.276 for OS X (vanilla/no mods)

OS: Mac OS X 10.8.4

CPU: Intel(R) Core(TM) i5-3317U CPU @ 1.70GHz (4)

RAM: 4096

GPU: Intel HD Graphics 4000 OpenGL Engine (1156MB)

SM: 30 (OpenGL 2.1 [2.1 INTEL-8.12.47])

No Mods: aye, captain

The Problem: When a craft crashes, the focus switches to a nearby standing vessel. The kerbal in that vessel gets a KIA screen, even though he is alive and capable of EVA.

*How to Reproduce?":

1) Park something near the SPH

x4HzDcal.png

2) Start a new flight, take a fragile plane

V2FSJgil.png

5nyvjsxI.jpg

3) Crash. (Sorry, I won't let him die the next time)

RzWCo3VI.png

4) You have switched

(Died KIA screen, bottom-right corner)

5) No way!

XTG8Glbl.png

KSP.log: [[<http://pastebin.com/jZKtmz1Q>]]

History

#1 - 07/27/2013 10:15 AM - lcrdell

Should have mentioned that, i'm using a Macbook Air 11", mid 2012.

#2 - 07/28/2013 02:49 AM - Supernovy

- Status changed from New to Duplicate

- % Done changed from 0 to 100

This has already been reported. Thanks for the report though.