

## Kerbal Space Program - Bug #13499

### Kerbal Exploding While Trying To Climb Vessel

12/29/2016 03:35 PM - MeQira

<b>Status:</b>	Closed	<b>Start date:</b>	12/29/2016
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Physics		
<b>Target version:</b>			
<b>Version:</b>	1.2.2	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

I did not have enough monopropellant to fly on vessel. I tried to jump on it but while spamming "SPACE" and "W" keys to climb Jebediah exploded and sometimes i can view graphical shatters like long Kerbal's arm and legs. When i only try jump without use "W" Kerbal jumps too high which makes it really unrealistic. I only tried at Mun. This is critical because always happening and need to load saved games.

**Here Jebed just exploded!**

yNOW8L.jpg

#### History

##### #1 - 12/29/2016 09:51 PM - JPLRepo

- Status changed from New to Need More Info

- Severity changed from Critical to Normal

Firstly,

Downgraded priority to Normal as this is definitely not Critical. Refer to the definitions on the wiki page:

<http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>

Second: You have mods installed. Unless this can be reproduced in a stock game with no mods installed the devs can't look at it.

Third: I can't reproduce this with the little information that has been supplied using a stock install of KSP 1.2.2.

IE: I landed a vessel on the Mun, I EVA and jump all about and Jeb does not explode.

Can you please reproduce this on a stock install and supply a save file along with log files thanks.

##### #2 - 07/25/2019 09:35 PM - chris.fulton

- Status changed from Need More Info to Resolved

- % Done changed from 0 to 100

##### #3 - 07/25/2019 09:35 PM - chris.fulton

- Status changed from Resolved to Closed