

# Kerbal Space Program - Bug #2810

## Crew Hatch broken

07/20/2014 12:22 AM - aureus

<b>Status:</b>	Closed	<b>Start date:</b>	07/20/2014
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	0.24	<b>Language:</b>	English (US)
<b>Platform:</b>	OSX	<b>Mod Related:</b>	No
<b>Expansion:</b>			

### Description

Left clicking on a crew hatch no longer brings up the menu to EVA Kerbals in the module. As a result, Kerbals in a Mobile Processing Lab cannot be removed from the lab without modifying the save file or landing and recovering the part.

### History

#### #1 - 07/21/2014 10:47 AM - Master\_Tao

Reproduced in stock KSP 0.24 on Mac OS 10.9.4. Nothing of note appears in the debug logs. Possibly related to [Bug #2804](#) as both involve secondary functions of left clicks.

Discussed by forum users [here](#) and [here](#).

Edit: Multiple workarounds posted [here](#).

#### #2 - 07/23/2014 08:19 PM - aureus

Something interesting I noticed today: If you click on the crew hatch while it is behind the "keep data" button of the review data dialog, it will bring up the contextual menu to EVA crew members.

#### #3 - 09/01/2014 10:02 PM - Liquid

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Confirmed, will try to prioritise this to get it fixed in 0.25.

#### #4 - 10/10/2014 04:59 PM - Master\_Tao

Confirming this issue was fixed in KSP 0.25, but I do not have permissions to update the status.

#### #5 - 10/12/2014 08:51 AM - RexKramer

- Status changed from Confirmed to Resolved

- % Done changed from 10 to 100

I agree, this is resolved now.

#### #6 - 07/17/2016 09:18 AM - TriggerAu

- Status changed from Resolved to Closed