

# Kerbal Space Program - Bug #28648

## Free propulsion

08/06/2022 04:07 PM - Reimannsum

<b>Status:</b>	New	<b>Start date:</b>	08/06/2022
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	EVA		
<b>Target version:</b>			
<b>Version:</b>	Kerbal Space Program - 1.12.3	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

### Description

I have found that if I EVA I get roughly 0.5m/s/s of thrust during my EVAs. I have been in a tight circular orbit around the mun and took an extended EVA to get EVA reports from biomes as I fly below 60Km. when I got back in the ship 5 min later I was no longer in orbit around the mun but on escape. one one hand it is nice that I have to work less about Fuel cost to get home, but it is frustrating that I need to make sure I need to keep getting back in and changing my orientation so I don't lose orbit

### History

#### #1 - 08/07/2022 08:46 PM - Reimannsum

- File KSP.log added

- File Auto-Saved Ship.craft added

Here is a video

[https://drive.google.com/file/d/1\\_VWcSHmNpMMKbdWm95Yr1iYaBltx3Nvd/view?usp=sharing](https://drive.google.com/file/d/1_VWcSHmNpMMKbdWm95Yr1iYaBltx3Nvd/view?usp=sharing)

<https://gfycat.com/lightflashyfishingcat>

#### #2 - 08/07/2022 10:03 PM - Reimannsum

And I deleted my KSP install folder from steam and told steam to re download it before I ran this test

#### #3 - 08/24/2022 02:53 AM - kerman-space-systems

I think you got bit by bug [#26908](#).

Come and join the club,

### Files

KSP.log	561 KB	08/07/2022	Reimannsum
Auto-Saved Ship.craft	23 KB	08/07/2022	Reimannsum