# Kerbal Space Program - Bug #481

## CTD - EVA-Kerbal vs. Command Pod Mk1-2

03/22/2013 06:09 PM - birdspider

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|---|---|---|---|---|
| **Status:** | Closed | | **Start date:** | 03/22/2013 |
| **Severity:** | Very Low | | **% Done:** | 100% |
| **Assignee:** | | | | |
| **Category:** | Physics | | | |
| **Target version:** | | | | |
| **Version:** | 0.19.1 | | **Language:** | English (US) |
| **Platform:** | Windows | | **Mod Related:** | No |
| **Expansion:** | | | | |

**Description**

So

there was I, crashlanding my loyal crew when suddenly the pod survived. As I took a walk on Mun with one of the guys I had to close the game and continued later.

1) after reload the Kerbal was standing right next to the pod (which wasn't the case before - there were about 10 m apart)
2) tried to move/jetpack the Kerbal - crash (collision detection vs ragdoll ? honestly no idea)
this happend 2 times.

I don't know if this is a likley scenario to happen again, but in any case, I append the 2 crashlog/dumps.

Also a screenshot of the crashsite - purely for fun.

**History**

**#1 - 03/24/2013 06:27 AM - sal_vager**

Unable to reproduce this with the information given.

**#2 - 09/06/2014 02:40 PM - jonnyp**

*- Status changed from New to Closed*

*- % Done changed from 0 to 100*

Closing as unable to reproduce and no new information given in over a year

**Files**

| | | | |
|---|---|---|---|
| chrashdumps.7z | 47.1 KB | 03/22/2013 | birdspider |
| begin_rescue_mission.jpg | 198 KB | 03/22/2013 | birdspider |