

## Kerbal Space Program - Bug #5192

### One of the Mobile Processing Lab's hatches is upside-down

06/30/2015 11:38 PM - tirbelain

<b>Status:</b>	Closed	<b>Start date:</b>	06/30/2015
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>			
<b>Version:</b>	1.0.2	<b>Language:</b>	English (US)
<b>Platform:</b>	Win32	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

One of the two hatches of the Mobile Processing Lab is upside-down with respect to the module's orientation (as determined by the flag on the outside and the interior, IVAing and looking out of the window). Actually it is the default exit (the one being used when pressing the EVA button on a Kerbal's portrait) that has this problem. This causes the Kerbals to hold on to the ladder headfirst. The other hatch is oriented correctly.

To reproduce the issue:

1. go to the VAB to create a new vessel
2. the vessel can be as simple as a Mobile Processing Lab put underneath a Stayputnik probe body
3. put a Kerbal into the Lab
4. launch the vessel
5. press the EVA button on the Kerbal's portrait
6. see the Kerbal hold on to the the ladder headfirst

The same happens if you click that hatch and use the EVA button from that pop-up dialog. Letting the Kerbal exit the module the same way through the other hatch, he is oriented correctly.

I first noticed this in the 1.0.2.842 (Steam) (didn't check older versions), in 1.0.4 it is still present.

#### Related issues:

Related to Kerbal Space Program - Bug #5229: Both inline docking ports are up... **Closed** **07/11/2015**

#### History

##### #1 - 07/07/2015 06:56 PM - RexKramer

- Status changed from New to Confirmed

- % Done changed from 0 to 10

- Platform OSX added

Confirmed. In most situations, this issue is irrelevant. However, it could create awkward gameplay, for instance on a surface outpost on Eve.

##### #3 - 07/12/2015 02:23 PM - RexKramer

- Related to Bug #5229: Both inline docking ports are upside down added

##### #5 - 07/27/2015 05:58 PM - Squelch

- Platform Win32 added

- Platform deleted (OSX, Windows)

##### #6 - 07/17/2016 09:34 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

##### #7 - 08/10/2016 08:15 AM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention

## Files

---

upside-down-hatch.png	267 KB	06/30/2015	tirbelain
-----------------------	--------	------------	-----------