

# Kerbal Space Program - Bug #774

## Multiple Instances of One Kerbal

06/11/2013 12:14 PM - DrunkenClam

<b>Status:</b>	Duplicate	<b>Start date:</b>	06/11/2013
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>	DrunkenClam		
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	0.20.2	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

### Description

Hey guys, this is my first time using the bug tracker so I hope I don't offend too badly with my ignorance. I haven't seen this issue yet on the board but I apologize if its been covered.

I recently started a new file and put a station in orbit with the typical Jeb/Bob/Bill on board. Later on I launched a small shuttlecraft and failed to notice that the game placed Seanbald and, well, another Bill on board. After docking I attempted to EVA Bill to the station can where the other Bill was housed and he just passed right through the part as if it wasn't there. He still collides with the other parts of the station, just not the can that he is supposedly already in. Afterwards, no Kerbal would collide with the can. Although I could take Kerbals out, they could never return. Through my experimentation this eventually led to an abandoned station.

I'm trying to reproduce the situation but thus far it has not given me another crewmember who is already on a mission.

### History

#### #1 - 06/11/2013 12:16 PM - DrunkenClam

Also, system info:

Kerbal 0.20.2, steam  
Windows 7, 64-bit  
Intel i5 2500K  
2x GTX 550 Ti (SLI)

#### #2 - 07/02/2013 05:45 PM - Kustus

- Status changed from New to Duplicate
- Assignee set to DrunkenClam
- % Done changed from 0 to 100

Hi,

I have also come across this event. I set up a base on the Mun, with Jebadiah, Bill and Bob. The next part of the Mun base was with a Lander Can, and it contained Bill and Bob again.

When landing I sent Bill and Bob from the first mission into a Hitchikers compartment, Then I sent the Bill and Bob from the second launch into the same Hitchikers compartment. The duplicates where gone and only 3 kerbals remained on the station, contrary to the original 5. When restarting the flight of the second Mun base part, 2 new kerbals where seated in the Lander Can. I've been trying to reproduce this bug, but have not been able to.

No mods or plugins installed.

Sadly no screenshot or video from it either. Console log did not show anything out of the ordinary.