

Kerbal Space Program - Bug #10214

Duplicate Kerbals on re entry to capsule after EVA

07/29/2016 10:22 PM - th3ant

Status: Duplicate	Start date: 07/29/2016
Severity: High	% Done: 100%
Assignee:	
Category: Gameplay	
Target version:	
Version: 1.1.3	Language: English (US)
Platform: Windows	Mod Related: No
Expansion:	
Description	
Subject: Duplicate Kerbals on re entry to capsule after EVA	
Description: After an EVA from a capsule that was in a fairing that has been deployed, Kerbals are duplicated and UI elements do not reappear	
Steps to replicate:	
<i>Rocket Layout:</i>	
Capsule (TOP OF ROCKET)	
Decoupler (Used in work around)	
Fairing (Covering the above) (BOTTOM OF ROCKET)	
 <i>Steps to reproduce: (On the launch pad)</i>	
Break Away fairing. Exit capsule. Re Enter capsule.	
 <i>Expected:</i>	
Normal re entry to capsule. Kerbal on outside should disappear and we should regain UI elements and full control of capsule and staging.	
 <i>Result:</i>	
Kerbal still outside capsule. Movement control regained. UI elements not regained. Loss of staging control.	
 <i>Workaround:</i>	
Break Away fairing. Decouple. Exit capsule. Re Enter capsule. This re entry should be as expected.	
Notes:	
- Unsure of a general rule for occurrence of bug, what I have detailed above is what I have found to cause the issue.	
- After decoupling from fairing bug does not remain.	
- If the fairing does not cover the capsule (eg: it is built above the capsule) then the bug does not c	
Related issues:	
Related to Kerbal Space Program - Bug #10007: EVA Boarding fails	Closed 06/22/2016

History

#1 - 08/01/2016 08:05 AM - sal_vager

- Related to Bug #10007: EVA Boarding fails added

#2 - 08/01/2016 08:05 AM - sal_vager

- Status changed from New to Duplicate

- % Done changed from 0 to 100

This is a dupe of issue [#10007](#) sorry.

#3 - 08/01/2016 12:08 PM - th3ant

sal_vager wrote:

This is a dupe of issue [#10007](#) sorry.

Apologies, did spend some time searching but didn't come across this. Thanks!