

## Kerbal Space Program - Bug #13009

### Timewarp screwing with EVA'd kerbals

10/14/2016 11:59 PM - nosirrbro

<b>Status:</b>	Confirmed	<b>Start date:</b>	10/14/2016
<b>Severity:</b>	Normal	<b>% Done:</b>	10%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	1.2.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

When walking or running forward (or possibly standing although I haven't tested it) on a body without an atmosphere, high enough to timewarp (the mesas of minmus is where I found the bug), you can make a kerbal suddenly fall through the ground and then teleport a few kilometers up and enter a bugged state.

#### History

##### #1 - 10/15/2016 02:08 AM - panzer1b

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Physics warp has been well known to cause all sorts of issues with EVA kerbals and most vehicles as well. TLDR, avoid using timewarp when on the ground. Eve is a planet in particular where the poor souls tend to go poof if you use any timewarp while walking around...