

## Kerbal Space Program - Bug #13175

### When EVA is jumping or sliding on parts, enabled RCS isn't responding

11/02/2016 07:51 PM - AlffromKerbal

<b>Status:</b>	New	<b>Start date:</b>	11/02/2016
<b>Severity:</b>	Unworthy	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	1.2.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

I don't know if this is intended or really bug, but it wouldn't be logical.

I exit a rover and enabling RCS, then walking around on that rover and suddenly sliding along of attached parts (low grav). I cannot compensate with RCS. It also can happen, that Kerbal is "stuck" in some sliding event (bouncing off a resistance or so, hangs in corner) where i cannot use RCS or even move. I need to move that rover to fix relative movement so the Kerbal gets a free stand. Also, when exiting a roverhatch and releasing ladder, the Kerbal is wobbling around to find its stand. It should be possible to enable RCS at this point already i think.

I think EVA-RCS should always respond if activated, not just from a point the Kerbal got a stand.

I hope i was somehow understandable, i could provide a craft for mun where you could test some instances of described.