Kerbal Space Program - Bug #13287

Kerbals die (KIA) on SOI change.

11/22/2016 06:56 PM - Belasting

Status:	Closed		**Start date:**	11/22/2016
Severity:	High		**% Done:**	100%
Assignee:				
Category:	Gameplay			
Target version:				
Version:	1.2.1		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:				

Description

Hi, I've had several distinct issues with kerbals dying on or near SOI changes, when not focused on the vessel. A ship with a kerbal on a return mission from mun or minmus is suddenly empty on focusing to the vessel. I've had 10 different kerbals die this way, and it seems to happen every time I return from these moons.

History

#1 - 11/25/2016 09:10 AM - Enceos

Savefile and reproduction steps please.

#2 - 11/25/2016 02:44 PM - Belasting

Well, this sounds stupid: I was using some mods, which i presumed did not affect the game at all, because they only give information. I was using Kerbal Engineer, Stage Recovery, Contract Parser, and Indicator Lights. After deactivating the mods, I cant seem to reproduce the problem. Do you happen to know the mod responsible for the problem?

#3 - 11/27/2016 07:31 AM - Enceos

@Belasting
In my plays I never had to go through an SOI change while flying 2 vessels at the same time.

#4 - 12/03/2016 08:15 PM - JPLRepo

- *Status changed from New to Needs Clarification*

If this cannot be reproduced in stock with no mods then it is not a bug.
Please confirm and supply details of the bug in a stock install.

#5 - 08/06/2019 05:21 PM - chris.fulton

- *Status changed from Needs Clarification to Resolved*

- *% Done changed from 0 to 100*

#6 - 08/06/2019 05:21 PM - chris.fulton

- *Status changed from Resolved to Closed*