

## Kerbal Space Program - Bug #13562

### Kerbals get unconscious upon leaving the command seat

01/09/2017 05:14 PM - DaConceit

<b>Status:</b>	Closed	<b>Start date:</b>	01/09/2017
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	1.2.2	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

The misbehavior is documented in this short (20 seconds) video: [https://youtu.be/\\_haP9pOkO7A](https://youtu.be/_haP9pOkO7A) -- a kerbal gets unconscious just by leaving a command seat of a still standing rover on the launchpad (v1.2.2.1622, Win10/64, Steam, several mods but most probably not related to this issue).

#### History

##### #1 - 01/17/2017 01:26 PM - Technicalfool

- Status changed from *New* to *Confirmed*

- % Done changed from 0 to 10

In addition, if the kerbal has ragdolled atop a moving rover with no probe core, it can take a long while for the vehicle to stop and the kerbal to become recoverable.

##### #4 - 06/20/2019 01:03 AM - just\_jim

- Status changed from *Confirmed* to *Updated*

I've tried every way i can think of, and I cannot reproduce this is version 1.7.2, the related issues are resolved, so I'm thinking this is no longer an issue

##### #5 - 06/20/2019 01:03 AM - just\_jim

- Status changed from *Updated* to *Resolved*

- % Done changed from 10 to 100

##### #6 - 06/20/2019 04:00 PM - chris.fulton

- Status changed from *Resolved* to *Closed*