

## Kerbal Space Program - Bug #1410

### Kerbals walking on structural panel will randomly fall over and be unable to get up.

10/08/2013 10:10 PM - KingradKong

<b>Status:</b>	Closed	<b>Start date:</b>	10/08/2013
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	0.21.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Win32	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

When building anything out of the 1x1 or 2x2 Structural Panels, Kerbals will frequently fall over and not get back up despite mashing movement keys. Switching to the jetpack, you can sometimes jostle them back up with a lot of random movement, but they will quickly fall over again and become unresponsive. This makes making landed bases fairly useless as you can't enjoy walking around taking care of space chores.

I have included two vehicle files as examples where you will quickly see this via EVA. The first file I tried to have a Kerbal walk around on a platform and noticed the bug (Titled Moon Base mk I) the second (Titled Platform Test) is a file where I made a plain platform, as I thought perhaps the complexity of the previous structure caused the problem, but even with just a simple platform the Kerbal still gets knocked over constantly.

This bug is extremely consistent, I cannot even make it halfway around the 3x3 platform without falling a few times.

I am using the stock 21.1 KSP with no mods.

I am running Windows 7 Pro 64 bit.

My computer is a Dell Optiplex 990  
Intel Core i7-2600 CPU @ 3.4 GHz  
8 GB ram  
Radeon HD5450 Graphics card.

#### History

##### #1 - 10/21/2013 11:18 AM - KingradKong

This bug is still present in 0.22.0. It occurs with many user made structures in my experience, not just the structural panels. It seems to be a bug with collisions where a Kerbal will trigger to think it is continuously falling when it is not. I have had it occur on Minmus once as well but was not able to replicate it. On one occurrence, while trying to get back up from a stationary platform, my Kerbal just poof, vanished like it had taken a massive fall, yet was barely moving and was stuck in the 'I've fallen over and can't get up' position.

It seems similar bugs are reported here <http://bugs.kerbalspaceprogram.com/issues/1588> and here <http://bugs.kerbalspaceprogram.com/issues/1572>

##### #2 - 07/27/2015 06:05 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

##### #3 - 07/17/2016 09:33 AM - TriggerAu

- Status changed from New to Needs Clarification

##### #4 - 08/07/2016 12:08 PM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention

## Files

---

Moon Base mk I.craft	91.6 KB	10/08/2013	KingradKong
Platform Test.craft	6.25 KB	10/08/2013	KingradKong