

## Kerbal Space Program - Bug #15306

### Incorrect ScreenMessage shown for failed EVA out of noAutoEVA part using CrewHatchDialog

05/20/2017 06:32 PM - cake-pie

|                        |                     |                     |            |
|------------------------|---------------------|---------------------|------------|
| <b>Status:</b>         | New                 | <b>Start date:</b>  | 05/20/2017 |
| <b>Severity:</b>       | Low                 | <b>% Done:</b>      | 0%         |
| <b>Assignee:</b>       |                     |                     |            |
| <b>Category:</b>       | Gameplay            |                     |            |
| <b>Target version:</b> |                     |                     |            |
| <b>Version:</b>        | 1.2.2               | <b>Language:</b>    |            |
| <b>Platform:</b>       | Linux, OSX, Windows | <b>Mod Related:</b> | No         |
| <b>Expansion:</b>      | Core Game           |                     |            |

#### Description

In general, clicking on an airlock and using the button in CrewHatchDialog to attempt EVA before it has been unlocked via Astronaut Complex shows the following ScreenMessage  
"Cannot disembark while off of Kerbin's surface.\nAstronaut Complex upgrade required."

However, doing the same with parts that are noAutoEVA (i.e. MK1CrewCabin) will instead show  
"Automatic EVA disabled. Activate a hatch."

Which is the wrong error message, since the user has indeed attempted EVA by manually using the crew hatch.  
[This error message is intended for the tooltip on the EVA button available in KerbalPortrait. *That* does work correctly.]

The root cause of this is most likely

GameVariables.GetEVALockedReason(Vessel v, ProtoCrewMember crew)

The method does not take any parameter that provides context for whether the request for EVA originated from KerbalPortrait or CrewHatchDialog.

#### Steps to reproduce:

- start new career game, make stock aircraft available
- cheat in science and funds as needed
- unlock tech/parts needed for "Velociteze" stock aircraft
- do not upgrade Astronaut Complex
- launch "Velociteze" fully crewed, take off from runway

Once safely airborne and in stable flight:

- click on the crew hatch of Mark1Cockpit to bring up CrewHatchDialog
- click EVA button, note correct ScreenMessage
- click on the forward crew hatch of the MK1CrewCabin (leads into hollow structural fuselage) to bring up CrewHatchDialog
- click EVA button, note incorrect ScreenMessage

#### History

#1 - 04/27/2018 02:31 PM - cake-pie

- Platform Linux, OSX added

- Expansion Core Game added

- Language deleted (English (US))

Issue still present in 1.4.3