

Kerbal Space Program - Bug #1588

Kerbonauts slipping from MK 1 Command Pod on EVA and not noticing

10/20/2013 02:46 AM - sr

Status:	Closed	Start date:	10/20/2013
Severity:	Low	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	0.22	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

I've seen this happen a new times both on the Mun and in space: at times on initiating EVA, the Kerbonaut loses his grip on the MK 1 Command Pod and will fall away without noticing (noticeable by the way the toes of the Kerbonaut point down). The Kerbonaut is unresponsive to movement commands (even on the Mun while lying face down on the surface), until the jetpack is initialized by pressing 'r'. Thereafter the Kerbonaut behaves normally again.

History

#1 - 10/21/2013 11:20 AM - KingradKong

The 'I've fallen and can't get up' issue is also mentioned here <http://bugs.kerbalspaceprogram.com/issues/1410> and here <http://bugs.kerbalspaceprogram.com/issues/1572>

#2 - 07/17/2016 09:24 AM - TriggerAu

- Status changed from New to Needs Clarification

#3 - 08/07/2016 12:14 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