

Kerbal Space Program - Bug #17893

Activating parachute while on EVA in space disables Kerbal controls, disarming does not reenable

03/08/2018 01:13 AM - Nebbie

Status:	Investigating	Start date:	03/08/2018
Severity:	Low	% Done:	20%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.4.0	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:	Core Game		

Description

Just had to reload a quicksave after two of my Kerbals got stuck in Mun orbit from this. Parachute somehow got activated, despite them being level 1, when I was EVA packing them out for a little science collection.

History

#1 - 03/16/2018 08:40 PM - Squelch

- Status changed from New to Investigating
- Severity changed from High to Low
- % Done changed from 0 to 20
- Expansion Core Game added

#2 - 03/16/2018 09:58 PM - Nebbie

Would like to note that the source of the accidental arming was discovered to be a keybind issue (EVA pack and parachutes both on P). Others have reported the issue on Reddit, but they didn't say which platform they were using.