

Kerbal Space Program - Bug #18027

EVA check node not working

03/14/2018 01:57 AM - Nebbie

Status:	Confirmed	Start date:	03/14/2018
Severity:	Low	% Done:	10%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.4.1	Language:	English (US)
Platform:	Linux, Windows	Mod Related:	No
Expansion:	Making History		

Description

Another node problem with the mission I'm making, there's an EVA check node and it doesn't get satisfied when I EVA a Kerbal. Even tried going to orbit first.

History

#1 - 03/16/2018 02:38 PM - bewing

Is the Kerbal selector set to "Any" or is it set to a specific Kerbal?

#2 - 03/16/2018 09:02 PM - Squelch

- Severity changed from High to Low

#3 - 05/13/2018 02:30 PM - jclovis3

- Status changed from New to Confirmed

- % Done changed from 0 to 10

- Platform Windows added

The problem isn't with the kerbal, it's the vessel. If you select "any" vessel, it works. If you select a specific vessel, it is ignored.

Watch: <https://youtu.be/E7PCEPfkWEY>

Files

Mission-Apollo 13 TEST.zip	499 KB	03/14/2018	Nebbie
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