

Kerbal Space Program - Bug #18312

Take Kerbal MH node ignores EVA and command chairs

04/02/2018 12:39 PM - Tomf

Status:	Closed	Start date:	04/02/2018
Severity:	Low	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:	1.4.3		
Version:	1.4.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Making History		

Description

A kerbal on eva or in a command seat doesn't trigger the Take Kerbal node
In the attached mission take Jeb out of the command pod and sit him in the chair and then drive to within 1km of the launchpad.
The mission will not end
Then make Jeb get back into the command module. The mission instantly completes.

History

#2 - 04/03/2018 11:16 AM - Squelch

- Status changed from New to Being Worked On
- % Done changed from 0 to 30

#3 - 04/26/2018 11:31 PM - Squelch

- Status changed from Being Worked On to Ready to Test
- Target version set to 1.4.3
- % Done changed from 30 to 80

This has now been addressed.

#4 - 04/28/2018 10:33 AM - Tomf

- Status changed from Ready to Test to Resolved
- % Done changed from 80 to 100

#5 - 07/26/2018 09:45 PM - joshua.collins

- Status changed from Resolved to Closed

Files

test2.zip	501 KB	04/02/2018	Tomf
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