

## Kerbal Space Program - Bug #18458

### Glitch when going EVA in orbit due to "Semi Deployed Parachute"

04/07/2018 05:01 PM - rspeed

<b>Status:</b>	Closed	<b>Start date:</b>	04/07/2018
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Physics		
<b>Target version:</b>	1.4.5		
<b>Version:</b>	1.4.1	<b>Language:</b>	English (US)
<b>Platform:</b>	OSX	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

I noticed a bug in 1.4.1 which I've just now tracked down and fixed in the savefile. In short: a Kerbal would go EVA while in space, an error message about not being able to deploy the parachute would briefly appear on screen, and then the kerbal would be completely uncontrollable.

#### MODULE

```
{
  name = KerbalEVA
  isEnabled = True
  JetpackDeployed = False
  lampOn = False
  lastBoundStep = 1.20833337
  _flags = 1
  stagingEnabled = True
  state = Semi Deployed Parachute
  EVENTS
  {
  }
  ACTIONS
  {
  }
  vInfo
  {
    vesselName = Arlo Kerman
    vesselType = EVA
    rootUID = 1897214548
  }
  UPGRADESAPPLIED
  {
  }
}
```

Changing the state of the KerbalEVA module to "Idle (Floating)" fixed that one instance of the issue. I haven't been able to find any other similar reports, so this may be caused by a mod (which I have few installed at the moment) or some edge case. I'll update this bug report if I experience it again.

#### History

##### #1 - 10/15/2018 06:57 PM - joshua.collins

- Status changed from New to Ready to Test
- Target version set to 1.4.5
- % Done changed from 0 to 80

##### #2 - 07/24/2019 11:50 PM - chris.fulton

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

**#3 - 07/24/2019 11:50 PM - chris.fulton**

- *Status changed from Resolved to Closed*