Kerbal Space Program - Bug #18458

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

04/07/2018 05:01 PM - rspeed

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