

Kerbal Space Program - Bug #18471

Rescue contract spawned Kerbal inside an uninflated inflatable airlock

04/09/2018 12:49 PM - gASK

Status: Closed	Start date: 04/09/2018
Severity: Low	% Done: 100%
Assignee:	
Category: Parts	
Target version: 1.4.3	
Version: 1.4.1	Language: English (US)
Platform: Windows	Mod Related: No
Expansion: Making History	
Description	
See attached screenshot - the Kerbal inside is a target of rescue contract and apparently also a magician, since he can fit inside such a tight space.	
This happened multiple times now for me - the result of this is that they can be only saved using the Klaw.	
I only saw it in 1.4.1 so far, but I assume this will happen in 1.4.2, but so far I did not have luck with it (but I only accepted three rescue contracts so far since the update).	
Related issues:	
Has duplicate Kerbal Space Program - Bug #18655: Duplicate - During rescue mi...	Duplicate 04/23/2018

History

#1 - 04/09/2018 06:42 PM - gASK

- Subject changed from Rescue contract spawned Kerbal inside an uninflated inflatable airlock to Rescue contract spawned Kerbal inside an uninflated inflatable airlock

#3 - 04/16/2018 07:19 PM - jclovis3

- File No option to inflate when grabbed.png added
- Status changed from New to Confirmed
- % Done changed from 0 to 10

Still a problem in 1.4.2 as well. What's more, if you grab the airlock with a claw, you still can't inflate it or transfer/EVA the kerbal out of it. His portrait is not shown in the list of passengers (even after quick load), not even as a black portrait (Bug [#18155](#)) so this mission ends up becoming a part retrieval operation instead.

I noticed in the original photo, a mod was used, and this may be how he got the crew list to pop up, but the indicator at the bottom of that list says "1/0" which seems strange to me. Is that meant to be read as, "one of zero" and if so, what does this mean? Could there be a math problem causing some inaccessibility issues?

#4 - 04/16/2018 07:40 PM - jclovis3

- File Trapped in the airlock.zip added

Save game attached with active ship and airlock attached via grabber.

#5 - 04/16/2018 09:05 PM - gASK

Actually you can transfer them - if you click on the airlocks hatch, the EVA option does not work, but the Transfer option works fine and allows you to move them to a more spacious place.

Transfer through right click is not working though, that is true.

#6 - 04/17/2018 10:58 AM - Squelch

- Status changed from Confirmed to Being Worked On
- % Done changed from 10 to 30

#7 - 04/17/2018 09:58 PM - jclovis3

Thank you gASK for your tip. At first I couldn't get the menu to stay open when I left clicked on the hatch but it was because my drills were on and the ship was wobbling. When I stopped the drills and everything became stable, the menu stayed open.

#8 - 04/26/2018 10:20 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

The inflatable airlock should no longer spawn rescue contracts with squashed Kerbals aboard.

#9 - 04/26/2018 11:00 PM - Squelch

- Has duplicate Bug #18655: Duplicate - During rescue mission the kerbal isn't visible in the fly UI. added

#10 - 06/26/2018 10:20 AM - TriggerAu

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

#11 - 10/15/2018 06:25 PM - joshua.collins

- Status changed from *Resolved* to *Closed*

Files

BUG AIRLOCK.png	556 KB	04/09/2018	gASK
No option to inflate when grabbed.png	1020 KB	04/16/2018	jclovis3
Trapped in the airlock.zip	1.7 MB	04/16/2018	jclovis3