

Kerbal Space Program - Bug #18655

Duplicate - During rescue mission the kerbal isn't visible in the fly UI.

04/23/2018 06:02 PM - kalmor

| | | | |
|------------------------|----------------|---------------------|--------------|
| Status: | Duplicate | Start date: | 04/23/2018 |
| Severity: | Low | % Done: | 100% |
| Assignee: | | | |
| Category: | Gameplay | | |
| Target version: | | | |
| Version: | 1.4.2 | Language: | English (US) |
| Platform: | Windows | Mod Related: | No |
| Expansion: | Making History | | |

Description

So I was doing an orbital rescue mission, when I noticed, that upon getting into the proximity of the holding object (inflatable airlock) I could not retrieve the kerbal when I tried to fly the lock and manually EVA him (Desmon) because simply he did not show up in the bottom right corner. in this save file I have tried to bring the airlock to ksc, but still with a successful landing I couldn't get him. In the tracking station and astronaut complex he is clearly in the (now captured) wreck: Desmon's Capsule. The only used mod is Kerbal Alarm Clock.

Related issues:

Is duplicate of Kerbal Space Program - Bug #18471: Rescue contract spawned Ke...

Closed

04/09/2018

History

#1 - 04/23/2018 08:52 PM - jclovis3

- Subject changed from *During rescue mission the kerbal isn't visible in the fly UI* to *Duplicate - During rescue mission the kerbal isn't visible in the fly UI*

Already covered by Bug [#18471](#).

Note, we have found that if you grab the airlock with the claw, then left click once on the hatch of the inflatable docking port and you will have the option to EVA or Transfer the kerbal inside. Use this to transfer him/her into another part then release the docking port. Note, you should shut down any drilling operations as this creates an unstable movement that makes the menu close quickly when you open it.

#2 - 04/24/2018 12:00 PM - kalmor

- File *hard.7z* added

I have tried that as well, but forgot to mention it. If you load this save and look at the ssto 10t plane, you will see that in both the astronaut complex and tracking station he is listed in this craft. But upon flying the vessel he is not on the UI, and the inflatable airlock has no crew related options.

#3 - 04/24/2018 12:20 PM - kalmor

- Subject changed from *Duplicate - During rescue mission the kerbal isn't visible in the fly UI* to *During rescue mission the kerbal isn't visible in the fly UI*

#4 - 04/24/2018 12:21 PM - kalmor

- Subject changed from *During rescue mission the kerbal isn't visible in the fly UI* to *During rescue mission the kerbal isn't visible in the fly UI, and not retrievable from the captured airlock via transfer.*

#5 - 04/24/2018 10:58 PM - jclovis3

- File *Click Here.png* added

As also addressed in the other bug report, when you switch vehicles, you lose the portrait so you can't use it for EVA, but if you click on the part, then a menu will pop up allowing you to transfer him into another part. This will cause the portrait to appear for that part so you can EVA if you want. Note that you have to grab the part because someone already reported that the EVA option here does not work, so you have to transfer the Kerbonaut into another part.

Best to follow up with any other difficulties with this bug using Bug [#18471](#) so we're not tracking two conversations.

#6 - 04/25/2018 08:07 PM - kalmor

- Subject changed from *During rescue mission the kerbal isn't visible in the fly UI, and not retrievable from the captured airlock via transfer.* to *Duplicate - During rescue mission the kerbal isn't visible in the fly UI.*

Yeah, you are right. But I would have never figured out, that you need to left click, and not right click for the context menu. I can confirm, that only transfer works in this case. When I tried to EVA without capture the game said, that the hatch is obstructed.

#7 - 04/26/2018 11:00 PM - Squelch

- Status changed from *New* to *Duplicate*

- % Done changed from *0* to *100*

#8 - 04/26/2018 11:00 PM - Squelch

- Is duplicate of Bug #18471: *Rescue contract spawned Kerbal inside an uninflated inflatable airlock added*

Files

| | | | |
|----------------|---------|------------|-----------|
| hard.7z | 2.4 MB | 04/23/2018 | kalmor |
| hard.7z | 2.46 MB | 04/24/2018 | kalmor |
| Click Here.png | 190 KB | 04/24/2018 | jcloviss3 |