

## Kerbal Space Program - Bug #19003

### EAS-1 command seat doesn't trigger Kerbal Boarded or EVA

05/22/2018 04:49 AM - jclovis3

<b>Status:</b>	New	<b>Start date:</b>	05/22/2018
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	1.4.3	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Making History		

#### Description

In the mission builder, the Kerbal Boarded node test does not account for the EAS-1 command seat being sat in. The command to get into the seat is "Board EAS-1 External Command Seat" so he should be boarded. Just the same, once boarded, "Leave Seat" should return him EVA. We have no way to see if a vessel has been taken command of without this.

#### Files

Before boarding.png	585 KB	05/22/2018	jclovis3
After boarding.png	692 KB	05/22/2018	jclovis3