

Kerbal Space Program - Bug #19597

My Kerbal refuses to respond when they go out on EVA

08/30/2018 12:17 PM - AllyGebies

Status:	Confirmed	Start date:	08/30/2018
Severity:	Low	% Done:	10%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	Xbox One - Enhanced Edition 2018-07-19	Language:	English (US)
Platform:	PS4, XBoxOne	Mod Related:	No
Expansion:	Core Game		

Description

Hello. I recently bought Kerbal Space Program: Enhanced Edition for my Xbox One. I created a game, and went to work exploring the vastness of space. That stopped, however, when I selected 'EVA' for my Kerbal. The Kerbal exited the spacecraft, and just stood there, hanging on to the capsule. I could not control them at all. I had no option to go back inside the spacecraft, let go, or anything. I could toggle SAS on and off, but couldn't activate their jetpack, lights, or anything else. I could, however, choose EVA Report from the action menu (which told me that Kerbin looked round, as if I didn't know that already!)

I have quicksaved and reloaded, still they are stuck. I exited the game completely, launched it again, and still when I press EVA they are stuck. On the Kerbal Space Program Forums, some other users are also reporting the same issue, so I am not alone. This is incredibly frustrating as doing EVAs is a central part of the game (collecting Science, planting flags, and surface samples).

Unfortunately, I cannot submit images or a video as I don't know how to do that from an Xbox to a PC, so I cannot provide any visuals.

All the best, Aedan C

History

#1 - 09/12/2018 07:18 PM - Arch3rAc3

- File *KSP Ladder bug.PNG* added

Also happening to me.

I managed to record what's going on but the video file is too big (15MB) to be sent here, so I'll leave the link to it instead:

<http://xboxclips.com/Arch3rAc3/71aa8d07-1fde-482e-9bd2-c0de88e415c1>

I'd also change the priority to High, that's a pretty serious bug and I must be able to EVA so I can progress further into the career.

#2 - 09/29/2018 09:16 PM - Sylaruchiha

- Status changed from *New* to *Confirmed*

- % Done changed from *0* to *10*

I have been waiting 3 month for this problem to be fixed. I had stop playing because I cant progress in my career mode. I have 2 craft landed on minmus waiting for his crew to get untock out of the lader. Please. Help.

Edit: I found what is causing the problem:

The EVA error is caused when you transmit data wile in EVA mode. (Example: If you are in EVA, use the cursor and select an experiment, then pres transmit data). Your Kebral will switch to inactive. You will still abalible to control its ligh, and even to pilot your craft, but you could not control your EVA Kebral, or any other that you try to EVA after the glitch.

#3 - 12/18/2018 11:55 PM - IsquaredC

- Start date changed from *08/30/2018* to *12/17/2018*

- Platform *PS4* added

- Platform *deleted (XBoxOne)*

This also occurs on PS4. Can't control Kerbal after exiting from rover, loaded save prior to rover control and problem got worse. Can't control Kerbal after EVA to get to the rover now.

Mission to the Mun worked fine, same steps for Minmus and it's completely uncontrollable now. No RCS, no option to board again or let go.

#4 - 12/18/2018 11:57 PM - IsquaredC

- Start date changed from 12/17/2018 to 08/30/2018

- Platform XboxOne added

#5 - 01/17/2019 02:43 AM - KillaAkuma

This issue is still present it's been 6 months and no update the priority is still set to low. I do not think this will be fixed as it hasn't even been addressed publicly on the forums or anywhere by the devs as far as I know. I landed on the Mun last night and went to EVA was stuck and could not move reloaded game still same issue. Did not perform any scientific research or anything just landed and hit EVA. This is a disappointing bug and is significantly game breaking as EVA is needed to complete trophies and parts of the campaign.

#6 - 02/25/2019 06:12 PM - gonzo87107

I just encountered this bug last night. please fix ASAP, this makes the game almost unplayable.

#7 - 02/25/2019 08:33 PM - rusty.needles

THESE COCK SUCKING FAGGOTS DONT GIVE A FUCK, THEY GOT OUR MONEY AND THATS ALL THEY GIVE A FUCK ABOUT ... THEY'RE NOT GOING TO FIX SHIT NOR WILL WE EVER SEE MAKING HISTORY EXPANSION ON PS4 and XBOX ... THEY ONLY DID A QUICK PORT JOB TO MAKE THEM A LITTLE MORE MONEY ... COCK SUCKING GAME DEVS WHO MAKE AND RELEASE BROKEN FUCKING GAMES !
PACK OF A-GRADE FUCKING ASSHOLES

#8 - 02/28/2019 11:40 AM - Beano118

- Start date changed from 08/30/2018 to 02/26/2019

- Platform deleted (PS4)

Only noting as I'm also experiencing this issue but also on the ship I did experience some doubling up of parts (an issue I'm about to search for though know people had back in 2015) including protective shell and adaptor from 1.25-2.25 unsure if related (I may of gone to Xbox main screen while building rocket then back as Xbox keeps game running unsure if this contributed to doubleing). Ship was on way to Minmus I did EVA high in Kerbin orbit took pilot out tranfered scientist to pod then Eva reset experiments the put the pilot into pod then crew cabin then the scientist into the pod (as I had remote piloting anyway) sped up to 10,000 for 11 days stopped did science went to EVA scientist for him to stick to outside like he was on ladder but could not control him. Tried many variations of saving and loading with the same result in the end luckily I was on a free return so I did not Eva got back Kerbin and recovered all. I have now deleted the ship and previous saves after creating a new save on that same play through but have also experienced the same issue on my rover both times the mk 1 cockpit. Am deleting affected vehicles and will see from that but it's getting to the point the game is pointlessly unplayable. Possibly a glitch within the warp speed as the effects are like you are still warping (time stops speeding) but have noticed when warping you cannot move Kerbal in same way also wouldn't let me clear an old node I had past it just said cannot delete node controls locked. Update— have now resorted to losing over 100hrs of playing to do a fresh restall and restart my last option before giving up. Do know p.c users (like Scott Manly as far back as 2014) can alter save file to fix many issues like this but unable to on Xbox. (Also on here as Bug [#20029](#))

#9 - 02/28/2019 06:45 PM - Beano118

- Start date changed from 02/26/2019 to 09/12/2018

- Platform PS4 added

#10 - 02/28/2019 08:57 PM - Beano118

- Start date changed from 09/12/2018 to 08/30/2018

Update fresh install after full delete didn't work doing science around space centre again this happened think this should be higher than low make this game unplayable when you can't do anything. Think I'm throwing in the towel may come back to it if they ever sort this bug out

#11 - 03/02/2019 03:36 PM - Beano118

Emailed the Kerbal support on their website (was very surprised by the quick personal response) who confirmed knowledge of this bug they asked for anything I could send videos/pictures. After many hours of testing I could not get this to happen until I remembered someone mentioned it was after they sent science so after EVA doing loads of science all ok I tried transmitting the science that caused me to run out of power not all science was sent I tried to EVA and bam the bug happened. Seems to infect the whole save as any crafts I now try to build and EVA from I can't. I sent the whole test video to them hoping it will make it easier to identify and fix.

#12 - 03/03/2019 11:46 PM - Beano118

Spent a lot of time over the weekend testing this issue from what I can tell this only happens after you do some science and then try to transmit that science from the window that pops up. Everytime I did this I would get the bug that does infect the save stopping you from EVA from any craft. I think I have found a way around this if instead of transmitting the science click keep experiment then click on the antenna bringing up its menu and click transmit data. That seems to still let you transmit the science with out getting this bug. Never use the transmit in the science window until this bug has been sorted or your whole save will be corrupt and only way around EVA glitch is to start new game from my testing. Also when this glitch happens it also causes the other known bug when you cannot place parts in VAB until you restart the game.

#13 - 04/07/2019 02:18 AM - zwoiri

This bug persists after the latest KSP enhanced edition update on PS4.

#14 - 04/07/2019 02:21 AM - zwoiri

This has also been discussed on the forums

<https://forum.kerbalspaceprogram.com/index.php?topic/177903-kerbals-cant-be-controlled-once-i-put-them-on-eva>

#15 - 04/07/2019 02:41 AM - Beano118

Confirm still persists on Xbox one after update. Although the game is more stable but bug happens sometimes after using the science junior not always related to sending data anymore as going to try and run few tests myself again when I have chance seems reloading a previous save seemed to work for me this time currently I'm using quick save a lot with a save for every stage of every trip from before launch to in orbit to leaving orbit and always before performing science after which a check if I can EVA without a problem as I've noticed the bug isn't as often as before but still creating a lot of problems.

#16 - 04/10/2019 02:12 AM - Beano118

After update still highly to do with sending data seems to just be science junior (though not fully tested) have found transferring it somewhere else then reviewing data and sending mostly gets around issue remember lots of quick saves before every step when doing science to undo bug. Still haven't fully tested since update though

Files

KSP Ladder bug.PNG	629 KB	09/12/2018	Arch3rAc3
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