

## Kerbal Space Program - Bug #20698

### Kerbals become nonresponsive when walking down a steep slope on minmus

12/18/2018 07:45 AM - Anth12

<b>Status:</b>	New	<b>Start date:</b>	12/18/2018
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Physics		
<b>Target version:</b>			
<b>Version:</b>	1.5.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game, Making History		

#### Description

KSP Steam Integrated 1.5.1 + MH 1.5.1 Clean Install

What happens: Walking down a steep hill on minmus the kerbal will be nonresponsive until it finally seems to detect the ground,

Video Evidence: <https://youtu.be/rYClVgc20iA>

Save from video: Steep Kerbal Bug.sfs

Note:

At some point it can stop moving and control is restored  
or the kerbal will stumble and tumble down and bounce before stopping  
one time the kerbal tumbled down and bounced for a while before spaghettizing and blowing up.

Also this may or may not happen on other planetary bodies.

Possible Fix: Ive been talking to taniwha and he mentioned that the kerbal determines if its standing on the ground using ray casting. he suggested that sphere casting or capsule casting maybe preferable.

#### Files

Steep Kerbal Bug.sfs	59.5 KB	12/18/2018	Anth12
----------------------	---------	------------	--------