Kerbal Space Program - Bug #20731

Stayputnik missing collider

12/20/2018 08:05 PM - klesh

Status:	Closed		**Start date:**	12/20/2018
Severity:	Normal		**% Done:**	100%
Assignee:				
Category:	Parts			
Target version:	1.6.1			
Version:	1.6.0		**Language:**	English (US)
Platform:	Linux, Windows		**Mod Related:**	No
Expansion:	Core Game			

Description

Stayputnik probe is missing colliders and can be walked through by a kerbal.

Reproduce:
1. Launch a pod with a kerbal and a stayputnik.
2. EVA the Kerbal.
3. Walk the Kerbal through the stayputnik.

Expected:
I expect to not be able to walk through a stayputnik.

History

#2 - 12/20/2018 08:22 PM - Technicalfool

- Status changed from New to Confirmed

- Severity changed from Low to Normal

- % Done changed from 0 to 10

#3 - 12/22/2018 07:06 PM - Nebbie

- Platform Linux added

Yep.

#4 - 01/09/2019 08:27 PM - joshua.collins

- Status changed from Confirmed to Ready to Test

- Target version set to 1.6.1

- % Done changed from 10 to 80

#5 - 01/09/2019 08:44 PM - Nebbie

- File screenshot988.png added

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

Definitely appears to be fixed.

#6 - 03/28/2019 03:30 AM - joshua.collins

- Status changed from Resolved to Closed

Files

220200_20181220150329_1.png	1.64 MB	12/20/2018		klesh
screenshot988.png	2.28 MB	01/09/2019		Nebbie