

## Kerbal Space Program - Bug #22867

### Kerbals stuck in t-pose during eva and are uncontrollable.

06/12/2019 09:48 PM - average650

<b>Status:</b>	Closed	<b>Start date:</b>	06/12/2019
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Bug Tracker		
<b>Target version:</b>	1.7.2		
<b>Version:</b>	1.7.2	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

Kerbals are stuck in t-pose during eva and are uncontrollable.

#### History

##### #1 - 06/12/2019 10:55 PM - Stabbycrew

Downloaded and installed 124 KB file from steam. Kerbals that were stuck are no longer T-posed.

##### #2 - 06/12/2019 11:50 PM - nestor

- Status changed from New to Ready to Test

- Target version set to 1.7.2

- % Done changed from 0 to 80

A hot fix was released for this issue:

<https://forum.kerbalspaceprogram.com/index.php?/topic/185408-zombie-kerbals-since-update-1722555/&do=findComment&comment=3617545>

##### #3 - 06/13/2019 01:38 AM - just\_jim

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

Fixed in hotfix build 2556

##### #4 - 06/17/2019 06:48 PM - chris.fulton

- Status changed from Resolved to Closed