

## Kerbal Space Program - Feedback #23283

### Kerbonauts in EVA are too slippery

07/30/2019 07:42 PM - maxisalamone@gmail.com

<b>Status:</b>	New		
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>	Physics		
<b>Target version:</b>			
<b>Version:</b>	1.7.3	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

#### Description

A crash at low speeds (5 m/s and less) and in a low gravity environment (Minmus for example) causes kerbonauts to slip away for several meters, kilometers if the terrain is not at level, they seem to have no friction at all. This also happens at higher speeds, but at least it's justified.