

## Kerbal Space Program - Bug #23285

### Inflatable airlock doesn't work

07/30/2019 07:51 PM - maxisalamone@gmail.com

<b>Status:</b>	Not a Bug	<b>Start date:</b>	07/30/2019
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>	Robert.Keech		
<b>Category:</b>	Parts		
<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

Inflatable airlocks appear to be turned off. I first tested this issue with a base in Ike and a rover. The re-tested with other vehicles at KSC. Inflatable against a docking port (medium size) provided no magnetic attraction at all, and no coupling. Tried at least 15 times at different angles, inflated and not.

#### History

**#1 - 10/23/2019 03:44 PM - Robert.Keech**

- Assignee set to Robert.Keech

**#2 - 10/23/2019 04:03 PM - Robert.Keech**

- Status changed from New to Not a Bug

Not a bug, this is by design, the inflatable docking port will only dock to the jr docking port.