

# Kerbal Space Program - Bug #23992

## Kerbals sinking into terrain and dying while running uphill on Kerbin

10/21/2019 12:27 AM - hihosilver28

<b>Status:</b>	Resolved	<b>Start date:</b>	10/21/2019
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>	Robert.Keech		
<b>Category:</b>	Physics		
<b>Target version:</b>	1.10.0		
<b>Version:</b>	1.8.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

### Description

While running uphill on Kerbin, the Kerbal will gradually sink into the terrain. This causes the "[F]: Climb" prompt to show up. If I stop running, or press "f", the Kerbal will reset to the top of the terrain. This behavior is exaggerated while under physics warp, but physics warp is not the cause as it happens under normal time acceleration as well. I have attached 3 pictures showing the Kerbal sinking into the terrain under normal time and under 2x physics warp. The third picture shows the Kerbals demise as they sunk into the terrain. While the pictures show mods, I confirmed that this behavior also happened under a clean install of 1.8

### History

#### #1 - 10/22/2019 02:44 PM - Robert.Keech

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Confirmed, Kerbals will sink into the terrain and eventually die whilst running uphill on kerbin.

#### #3 - 10/22/2019 03:28 PM - Robert.Keech

- Assignee set to Robert.Keech

#### #4 - 10/24/2019 03:02 PM - AHHans

This happens not only on Kerbin, but I guess you've already seen that. If you need more testing, then let us know.

#### #5 - 07/07/2020 01:50 PM - Robert.Keech

- Status changed from Confirmed to Being Worked On

- % Done changed from 10 to 30

#### #6 - 07/07/2020 01:51 PM - Robert.Keech

- Status changed from Being Worked On to Ready to Test

- Target version set to 1.10.0

- % Done changed from 30 to 80

This has been fixed in the latest version, please retest and change the status accordingly

#### #7 - 07/28/2020 01:53 AM - hihosilver28

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

Tested. The bug is fixed.

### Files

20191020174623_1.jpg	201 KB	10/21/2019	hihosilver28
20191020174945_1.jpg	215 KB	10/21/2019	hihosilver28

