

## Kerbal Space Program - Bug #24871

### Kerbals appear to have their helmets off on atmosphereless bodies

02/16/2020 07:35 PM - theaziz

<b>Status:</b>	Resolved	<b>Start date:</b>	02/16/2020
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>	1.9.1		
<b>Version:</b>	1.9.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

#### Description

What happened is I went with my Kerbal on EVA on Minmus, no problems there, I put him in external seat and it was fine. Then I switched to other ship far away from the site (out of physics range) and when I got back, the Kerbal died with the message "Bob Kerman died without a helmet, there is no atmosphere" (attached screenshot). Then I reloaded the save, went to the rover through the tracking station, same result.

Attached the savefile from what I think is the moment when the problem was still happening - there seems to be a line suggesting that he indeed has no helmet:

starts with line 50326

```
name = KerbalEVA
isEnabled = True
JetpackDeployed = True
lampOn = False
isHelmetEnabled = False
isNeckRingEnabled = False
lastBoundStep = 1.20833337
_flags = 1
useGlobalPhysicMaterial = True
stagingEnabled = True
state = Seated (Command)
```

Some other people report the issue as well.

How to trigger: just choose "Scirow 1" in the tracking station

Possible steps to reproduce:

- go on EVA on Kerbin, take the helmet off
- recover, send it to any atmosphereless body, go on EVA
- go to space center, then switch back to him

Workaround:

manually change the lines regarding helmets of problematic Kerbals.

My mod list:

ToolbarControl  
AntennaHelper  
ForScience  
Mechjeb  
PreciseNode  
Trajectories  
Transfer Window Planner  
All up to date

Seems to appear even without those mods

#### History

**#1 - 02/16/2020 07:37 PM - theaziz**

- Description updated

**#2 - 02/16/2020 08:31 PM - just\_jim**

- Status changed from New to Confirmed

- % Done changed from 0 to 10

**#4 - 02/16/2020 08:41 PM - just\_jim**

- File screenshot604.png added

**#5 - 02/19/2020 06:45 PM - just\_jim**

- Assignee set to just\_jim

**#6 - 02/28/2020 04:00 PM - victorr**

- Status changed from Confirmed to Ready to Test

- Assignee deleted (just\_jim)

- Target version set to 1.9.1

- % Done changed from 10 to 80

We've made some changes in the latest build and would like some input on this issue please. Thanks.

**#7 - 02/28/2020 10:21 PM - theaziz**

My test confirms the fix. Even Kerbals that were put in the seat in previous version don't pop when the save and their ship is opened in 1.9.1

**#8 - 08/13/2021 03:24 PM - Technicalfool**

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

**Files**

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quicksave #15.sfs	1.22 MB	02/16/2020	theaziz
screenshot213.png	2.75 MB	02/16/2020	theaziz
screenshot604.png	2.52 MB	02/16/2020	just_jim