

Kerbal Space Program - Bug #25073

Suspected collision issue causes phantom forces when exiting crewed part

03/20/2020 06:46 PM - Deddly

Status:	Confirmed	Start date:	03/20/2020
Severity:	Low	% Done:	10%
Assignee:	Technicalfool		
Category:	EVA		
Target version:			
Version:	1.9.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		
Description Kerbals wearing helmets standing on the integrated ladder of the Mk1 inline cockpit always slide down, but they slide UP if the cockpit is upside down. This apparently happens with other cockpits too, and can cause a steady craft to spin out of control when the bug is encountered in orbit.			

History

#1 - 03/31/2020 04:35 PM - Technicalfool

- Status changed from New to Confirmed
- Assignee set to Technicalfool
- % Done changed from 0 to 10