

## Kerbal Space Program - Bug #25324

### Kerbonaut could get stuck upside down

05/12/2020 10:40 PM - tinglykarma122

<b>Status:</b>	Updated	<b>Start date:</b>	05/12/2020
<b>Severity:</b>	Low	<b>% Done:</b>	10%
<b>Assignee:</b>	Robert.Keech		
<b>Category:</b>	Physics		
<b>Target version:</b>			
<b>Version:</b>	1.9.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		
<b>Description</b>			
I was trying to build different vehicles, so i discovered that if you launch a rocket and land with a kerbal on the top of the vehicle, and land upside down, the kerbal's head will get stuck inside the terrain. For this, you will need to activate the radial out option, and the rocket must be upside down. I will attach an unlisted link to youtube, wish it helps.			

#### History

##### #1 - 05/12/2020 10:44 PM - tinglykarma122

- File *upsideupdown.png* added
- File *inside.png* added

I was trying to build different vehicles, so i discovered that if you launch a rocket and land with a kerbal on the top of the vehicle, and land upside down, the kerbal's head will get stuck inside the terrain. For this, you will need to activate the radial out option, and the rocket must be upside down. I will attach an unlisted link to youtube, wish it helps. <https://youtu.be/UFgMtAueisY>

##### #2 - 05/12/2020 10:45 PM - tinglykarma122

- File *deleted (inside.png)*

##### #3 - 05/27/2020 04:24 PM - victorr

- Project changed from *Kerbal Space Program* to *KSP Release*
- Category changed from *Physics* to *Physics*
- Resolve when Fixed On set to *Single Reported Platform*
- Language deleted (*English (US)*), *Português-Brazil (Portuguese-Brazil)*)

##### #4 - 05/27/2020 04:27 PM - Robert.Keech

- Project changed from *KSP Release* to *Kerbal Space Program*
- Category changed from *Physics* to *Physics*
- Assignee set to *Robert.Keech*
- Resolve when Fixed On deleted (*Single Reported Platform*)
- Language *English (US)*, *Português-Brazil (Portuguese-Brazil)* added

Hi, to help me check this could you attach the craft file used and a save file of the craft on the launchpad. Thanks

##### #5 - 05/27/2020 04:28 PM - Robert.Keech

- Project changed from *Kerbal Space Program* to *KSP Release*
- Category changed from *Physics* to *Physics*
- Resolve when Fixed On set to *Single Reported Platform*
- Language deleted (*English (US)*), *Português-Brazil (Portuguese-Brazil)*)

##### #7 - 06/03/2020 12:07 AM - victorr

- Status changed from *Confirmed* to *Acknowledged*

- % Done changed from 10 to 100

#8 - 06/03/2020 05:28 PM - Robert.Keech

- Project changed from KSP Release to Kerbal Space Program
- Category changed from Physics to Physics
- Status changed from Acknowledged to Updated
- % Done changed from 100 to 10
- Resolve when Fixed On deleted (Single Reported Platform)
- Language English (US) added

Files

inside.png	2.34 MB	05/12/2020	tinglykarma122
upside-down.png	1.97 MB	05/12/2020	tinglykarma122
head banging machine.craft	46 KB	05/28/2020	patrick.halm
jebready.sfs	87.5 KB	05/28/2020	patrick.halm