

Kerbal Space Program - Bug #26883

Kerbals can't jump without Jetpack on Kerbin

12/18/2020 09:09 PM - JoerassicPark

<b>Status:</b>	Updated	<b>Start date:</b>	12/18/2020
<b>Severity:</b>	Low	<b>% Done:</b>	10%
<b>Assignee:</b>			
<b>Category:</b>	EVA		
<b>Target version:</b>			
<b>Version:</b>	1.11.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

**Description**

I am running 1.11 in career and sandbox. When on EVA kerbals not wearing the jetpack, are unable to jump and appear to be either clipped into the ground or gravity has been turned up when they attempt to, immediately falling over. Tested this and only kerbals NOT wearing the jetpack experience this issue, regardless of the parachute.

History

- #1 - 12/18/2020 09:30 PM - dok\_377

Yeah, and when kerbal successfully jumps without the jetpack that jump is way higher than it supposed to be, even on Kerbin. Tens of meters high. Devs are aware of this and said that they are going to tweak the jump force, probably in 1.11.1 patch.
- #2 - 03/11/2021 04:38 AM - paul.boyle
  - Status changed from New to Confirmed
  - % Done changed from 0 to 10
- #3 - 03/11/2021 04:39 AM - paul.boyle
  - Status changed from Confirmed to Updated
- Should be fixed in 11.1