

## Kerbal Space Program - Bug #26890

### Kerbals are too light/jump too high when not wearing EVA pack/carrying cargo

12/19/2020 07:23 AM - wisdomsavingthrow

<b>Status:</b>	Confirmed	<b>Start date:</b>	12/19/2020
<b>Severity:</b>	Low	<b>% Done:</b>	10%
<b>Assignee:</b>	victorr		
<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		

#### Description

Kerbals are very light and can jump very high (about 2m on Kerbin, 14m on the Mun, 45m on Minmus) when not carrying anything or wearing an EVA pack. These high jumps cause Kerbals to ragdoll when hitting the ground. The cutoff for ragdoll-ing is around 0.04t of weight (EVA pack is 0.045, two EVA fuel canisters is 0.04, an EVA fuel canister and one EVA experiments pack is 0.035t and the Kerbal ragdolls upon jumping)

[note: attached screenshots are from a modded save, but this has also been verified in unmodded KSP 1.11.0)

#### History

##### #1 - 01/05/2021 10:53 PM - victorr

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

##### #3 - 01/12/2021 03:21 PM - jukkamuhonen@hotmail.com

They jump unrealistically high on everywhere. Mun too. It might be parachute. I left parachute to cargo but had eva pack. Jumps crazy.

#### Files

screenshot367.png	2.01 MB	12/19/2020	wisdomsavingthrow
screenshot370.png	1.86 MB	12/19/2020	wisdomsavingthrow
screenshot358.png	1.91 MB	12/19/2020	wisdomsavingthrow
screenshot361.png	1.84 MB	12/19/2020	wisdomsavingthrow