

Kerbal Space Program - Bug #26900

Kerbal Freezes in Construction Mode

12/20/2020 05:52 AM - dragonjesse95

<b>Status:</b>	New	<b>Start date:</b>	12/20/2020
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<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>	Core Game		

**Description**

So, with the new construction mode, I thought it would be cool to try it out with making a space station, and manually place all the small surface stuff. However, what I found was that after being in construction mode for a certain amount of time, or after placing a certain amount of parts, I'm not sure, the Kerbal will just lock up and be unable to do anything. Construction mode will still work, and I can still place parts, and even get in and out of construction mode, but the Kerbal will not move nor perform any other actions. This makes using construction mode useless for anything other than a small adjustment. The point at which the Kerbal locks up was apparent when the text telling me that I can board disappeared. In this situation, the Kerbal was in LKO, and on the door of the mk 1-3 command pod.