

Kerbal Space Program - Bug #26906

Kerbal falling/ragdolling out of construction zone causes game-wide unresponsiveness

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Status:	New	Start date:	12/22/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.11.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

Not sure what causes it exactly, but seems like if a kerbal falls out of construction range while ragdolled, counstruction mode doesn't terminate properly and causes whole flight scene functionality to become inoperable. Might be related to issue [#26900](#).

Way to reproduce:

1. Create a high enough craft
2. EVA and go into construction mode
3. Find a way to fall out of construction zone while ragdolled
4. Exit construction mode

No hotkeys and most UI now don't work. Exiting to Space Center and returning doesn't help.

Here's a video: https://youtu.be/lZkf_nxEXYo