

Kerbal Space Program - Bug #26917

Stowed medium & large scanning arms obstructing most cockpit hatches from EVA

12/23/2020 06:11 PM - blackreptoid

Status:	New	Start date:	12/23/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	EVA		
Target version:			
Version:	1.11.0	Language:	English (US)
Platform:	Linux, Windows	Mod Related:	No
Expansion:	Breaking Ground		

Description

This appears to happen with all cockpits except for the Mk3 Cockpit and Mk2 Lander Can. If either of the scanning arms are stowed in a payload/fairing and the cockpit hatch is within the scanning range, the hatch will be obstructed and kerbals can't escape. This is especially problematic for stowed rovers with attached scanning arms. Problem appears to have started in version 1.11 of KSP with all DLC installed.

History

#1 - 12/23/2020 06:14 PM - blackreptoid

- Subject changed from KSP 1.11 Stowed medium & large scanning arms obstructing most cockpit hatches to Stowed medium & large scanning arms obstructing most cockpit hatches

#2 - 12/23/2020 06:19 PM - blackreptoid

- Subject changed from Stowed medium & large scanning arms obstructing most cockpit hatches to Stowed medium & large scanning arms obstructing most cockpit hatches from EVA

#3 - 01/16/2021 10:49 PM - jyhess

- File ksp_bug.craft added

- Platform Linux added

Hi,

I have same issue on Linux with steam installation.
KSP version 1.11.0.3045.

After some tries, it seems appear every times a scanning arms is placed in a docking bay.
I attached a minimal plane which reproduce this issue with only 4 parts.

#4 - 08/06/2021 04:21 AM - schwank

still happening in 1.12.2

Files

hatchesobstructed.png	1.35 MB	12/23/2020	blackreptoid
roboticarmsscanningrange.png	2.03 MB	12/23/2020	blackreptoid
ksp_bug.craft	20.7 KB	01/16/2021	jyhess