Kerbal Space Program - Bug #27032

Removing Items from Inventory changes Kerbal's mass before it is "set down"

01/12/2021 04:58 AM - JustMeHere

Status:	New		**Start date:**	01/12/2021
Severity:	Low		**% Done:**	0%
Assignee:				
Category:	Physics			
Target version:				
Version:	1.11.0		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:	Breaking Ground, Core Game, Making History			

Description

After doing a "no parachute" re-entry, I decided to jump ship and use the Kerbal's parachute to land.

I messed around with the new inventory, and thought: It would be great to not have this heavy jet pack while I'm in my parachute.
I "picked" up the item out of inventory. Then tried to "drop" it into the air. I couldn't get it to drop so I put it back in inventory.
I noticed that as long as I had the item "picked up" and not on the inventory slot, the weight of the item did not count to the Kerbal's mass.
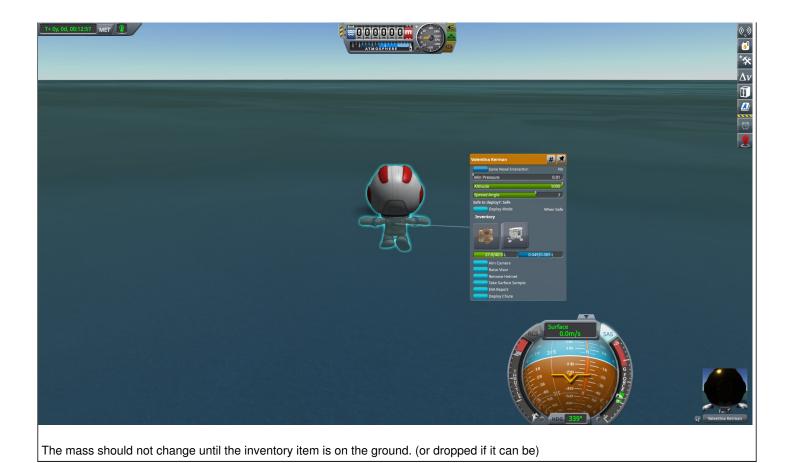
I know the screen shots I got don't quite show the mass change (except the associated fuel) but I was also able to change my speed in the parachute by doing the same thing as the images show.

Note the mass is lower. The fuel is lower

Note it's back, but I still haven't dropped it into inventory.

The mass should not change until the inventory item is on the ground. (or dropped if it can be)

Files

20210111235215_1.jpg	202 KB	01/12/2021	JustMeHere
20210111235156_1.jpg	203 KB	01/12/2021	JustMeHere