

Kerbal Space Program - Bug #27096

V1.11 inventory problems

01/20/2021 03:09 PM - marchdrifter

<b>Status:</b>	New	<b>Start date:</b>	01/20/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Deployed Science		
<b>Target version:</b>			
<b>Version:</b>	1.11.0	<b>Language:</b>	Français (French)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

**Description**

With the version 1.11, it's impossible for a kerbal to carry an EVA pack and a ground experiment. before that we could carry an EVA pack, a parachute and a ground experiment.

I think the weight and volume of EVA pack and ground experiments should be revised to be able to carry both of them at the same time.

**History**

#1 - 01/22/2021 01:35 AM - jukkamuhonen@hotmail.com

Related to this there is bug where you can swap items when inventory is full, but you can't then do anything and mouse is hovering with selected item. Only way to get rid of this is go to space center but then item you are mouse hovering gets lost. Need to figure out how to replicate this.

<b>Files</b>			
screenshot37.png	186 KB	01/20/2021	marchdrifter