

Kerbal Space Program - Bug #27242

After using timewarp while holding an object in eva construction parts will fall to the ground.

02/09/2021 01:39 PM - Anth12

Status:	New	Start date:	02/10/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Editor		
Target version:			
Version:	1.11.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

GOG KSP 1.11.1 (No DLCs)

<https://youtu.be/ykMhOmJdMRg>

Parts that are falling seem to be parts that don't have the ability to have same vessel interaction.

Work Around:

- 1. Dont hold parts in eva construction and then timewarp
- 2. Time warping after the parts fall will snap them back into the correct position

Easy Solution Options for the Devs:

- 1. Turn off EVA construction while Time Warp is being used.
- 2. Have a warning that while a Kerbal is holding a part Time Warp isn't possible. (like when being on a ladder)

Files

QS Test File.sfs	135 KB	02/09/2021	Anth12
------------------	--------	------------	--------