

## Kerbal Space Program - Feedback #27351

**When a Kerbal is holding a part in EVA construction, the part should drop to the ground automatically when exiting eva construction mode**

03/02/2021 04:49 AM - Anth12

<b>Status:</b>	New		
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>	Editor		
<b>Target version:</b>			
<b>Version:</b>	1.11.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		
<b>Description</b>			
Dunbaratu said something in regards to <a href="#">#27350</a> which makes me think that should happen when EVA construction is exited			
The part should also drop to the ground when exiting EVA construction, not snap back to the point it was removed from.			
This will work for when the part is within the 7m radius. Not sure about what the fix would be for if the part is floating in the inventory menu			

### History

#### #1 - 03/10/2021 08:14 AM - Crazy1

Well, there's no "cancel" command, so if you grab a part by mistake or change your mind, you can't undo it except to exit EVA construction mode. There should always be some way to cancel a move. So I see 2 options:

1. add a cancel command and make exiting EVA construction auto-drop a held part
2. add a separate function to drop a part and leave EVA construction exit snap-back the same. I'm thinking if you left click when the part you're placing is red (invalid placement) a dialog box could confirm you want to drop the part. If not, it does nothing- you'd still be holding the part and exiting EVACM snaps back unchanged.

I actually like #2 because it would allow you to drop your jetpack to carry an EVA experiment, place the experiment and pick up jetpack again to address another issue posted here I cannot locate now.