

# Kerbal Space Program - Feedback #28181

## inventory items

07/03/2021 02:59 PM - fisban

<b>Status:</b>	New		
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>	Kerbals		
<b>Target version:</b>			
<b>Version:</b>	1.12.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

### Description

i love the addition of inventory items but i feel there needs to be some tweaks. lets say you have a kerbal with both a shoot and RCS pack but you want to add an EVA experiment kit, in storage on your shuttle you have a stack of 4 eva kits(kerbals can only hold 1) but you have no room for the para-shoot so you are unable to trade out for the eva kit that's OK ill just toss my para-shoot on the ground.(this should be added to the system)