

## Kerbal Space Program - Bug #28206

Using "Set Position" on a craft will also teleport nearby Kerbals to the a near by location when the craft gets within physics range.

07/07/2021 03:55 AM - Anth12

<b>Status:</b>	Confirmed	<b>Start date:</b>	07/07/2021
<b>Severity:</b>	Low	<b>% Done:</b>	10%
<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>	Linux, Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

**Description**  
KSP 1.12.1 + BG + MH

Video Evidence:  
<https://www.youtube.com/watch?v=4nyKfJRUetw>

How to reproduce:

Have Kerbals and another craft near each other.  
Set Position to outside physics range (200m) then move back into physics range

### History

#### #1 - 07/07/2021 04:10 AM - Anth12

Also works when you teleport within the 200m physics range

#### #2 - 07/08/2021 02:50 PM - Technicalfool

- Status changed from New to Confirmed
- % Done changed from 0 to 10
- Platform Linux added

Confirmed on 1.12.1 release, using a stock Butterfly rover.

### Files

SetPositionKerbalTeleportBugTester.sfs	5.8 MB	07/07/2021	Anth12
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