

Kerbal Space Program - Bug #28332

Eva Construction Mode, can't carry drone pods.

07/21/2021 08:45 PM - jukkamuhonen@hotmail.com

Status:	New	Start date:	07/21/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	EVA		
Target version:			
Version:	1.12.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

You can't attach pods (at least unmanned drone pods) to any part. Eva construction mode shows pods as green but nothing happens when you click on it.

What i am trying to do is build rocket on surface of mun/minmus, from bottom to top but you can't do that because game mechanics doesn't allow to do it.

History

#1 - 08/13/2021 10:33 AM - jclovis3

Same with the FM1 "Mite" solid fuel booster. I have a mission to attach one to a satellite but can't select it, even with my pilot and engineer both out working together. In fact, I can't even remove a parachute from my personal inventory to set adrift in space so I think the recent patch broke EVA construction mode all together.

EDIT: I retried the mission and found that if I switched to rotate mode first, then back to build mode, I could select the part from storage and use it.