

## Kerbal Space Program - Bug #28378

### Kerbals Float After Breaking Parts On EVA

08/01/2021 06:11 PM - Deepspeed

<b>Status:</b>	New	<b>Start date:</b>	08/01/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	EVA		
<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

Win64, no mods, all DLC, updated over time

I've seen this reported before (not sure what report number), but I managed to make a save for it so you can reproduce.

Load my save and enter a ship named "Ferry Plane 2" landed on the mun.

There are three kerbals in external seats in a cargo bay on the ship. They all three need to get out and plant flags.

Firstly, there is Jaburry, seated under the extended solar panel. If you take her out of the seat and jump out of the cargo bay without folding up the solar panel, Jaburry will break the panel and enter the weird "floating mode" bug where she does not fall with gravity, but acts like there is an invisible platform beneath her.

If you jump with her, she will jump up only a few feet, and then will be stuck at that height as if the ground came up with her. If you stand still, she will very slowly fall toward the ground. It takes several minutes to get down. If you use the jetpack, it will go a bit faster, but still very slow. If you walk, things are also pretty wonky, but you can move around. Even once you reach the ground, the invisible flat plane is still there under her, and the ground is kinda irrelevant except as a lower limit of how far you can fall. Once this is done, she's stuck that way, even if you get back into the seat and exit it again.

If you fold up the solar panel before getting her out, she won't break the panel and will be able to move normally.

And while you're there, take the middle Kerbal out of his seat as well. He always does several flips when taken out of the seat and it's funny.

#### History

##### #1 - 03/03/2023 05:16 AM - WalkingWikipedia686

I've encountered this bug as well in 1.12.5 on my Minmus Surface Base. It's really weird and it can be hard to get your kerbals back down to the surface.

#### Files

Floating Kerbals!.sfs	9.55 MB	08/01/2021	Deepspeed
-----------------------	---------	------------	-----------