

Kerbal Space Program - Bug #28417

Eva kerbal cant get into pod

08/09/2021 05:04 PM - jukkamuhonen@hotmail.com

Status:	New	Start date:	08/09/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	EVA		
Target version:			
Version:	1.12.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

When going to EVA, and trying to board vessels again, kerbal still stands at ladder.
It seems that there is null body of same kerbal inside of vessels but you can see kerbal standing at ladder.

This has happened couple times now, unfortunately i dont have Quick save to share but will share if it happens again.

Both times this happened with docked vessels using docking port Jr. When i undocked vessels before did go Eva, problem didnt happen. This happened couple times now, or it of mun and surface of mun.

History

#1 - 08/10/2021 05:37 PM - jukkamuhonen@hotmail.com

- File Näyttökuvä (16).png added

I cant share quick save because when this happens it says game cannot be saved when there is kerbals at ladder, but that kerbal isn't controllable. I have screenshot of this happening tho.

#2 - 08/10/2021 05:40 PM - jukkamuhonen@hotmail.com

- File Näyttökuvä (17).png added

#3 - 08/13/2021 05:04 AM - Deepspeed

I think you can let go of the ladder and save while the Kerbal floats nearby.

I often have the issue of not being able to get out for EVA after docking with a space plane due to cockpit hatches being "obstructed" even though I have enough space, but I've never been prevented from getting back in.

I can even board the cockpit during times when it won't let me back out due to this "obstruction".

It seems my issues are almost the exact opposite of yours.

#4 - 08/13/2021 05:04 PM - jukkamuhonen@hotmail.com

Reply to Deepspeed: Sometimes you can let go ladder, sometimes kerbal on ladder is null and you actually can't move him. That is what happened on screenshot gameplay.

#5 - 08/27/2021 04:31 AM - Crazy1

jukkamuhonen@hotmail.com wrote:

Reply to Deepspeed: Sometimes you can let go ladder, sometimes kerbal on ladder is null and you actually can't move him. That is what happened on screenshot gameplay.

Were you using any mods?

This looks very bad. The console shows a red exception and the Kerbal is not responding and the portrait is not working. The game has actually crashed but partially still working.

If you can make it happen again upload your KSP.log file. It's a copy of everything in the console. If you use Steam it should be here: C:\Program Files (x86)\Steam\SteamApps\common\Kerbal Space Program

#6 - 09/08/2021 09:28 AM - jukkamuhonen@hotmail.com

- File KSP.log added

Now it happened again, i were building mun mining base, were using eva construction mode while boarding vessel, Now i have 2 engineer Nulls on both pod entries and one engineer is inside of vessel, he can't get out anymore because those null engineers are blocking all entries.

#7 - 09/08/2021 09:49 AM - jukkamuhonen@hotmail.com

This one is hard to reproduce, i used save game to load game where it was before this bug and did everything like previously: Used eva construct to move docking ports closer to each other on both vessels, until they docks. Entered vessel and no Null was generated this time. It might be that i have to enter vessels physics range by flying and then this can occur if you don't move to space center or tracking center before entering IVA, more tests needed.

#8 - 09/11/2021 08:52 PM - jukkamuhonen@hotmail.com

So far this has happened only with engineers.

Files

Näyttökuva (16).png	2.11 MB	08/10/2021	jukkamuhonen@hotmail.com
Näyttökuva (17).png	1.72 MB	08/10/2021	jukkamuhonen@hotmail.com
KSP.log	7.68 MB	09/08/2021	jukkamuhonen@hotmail.com