

Kerbal Space Program - Bug #3330

Kerbals rapidly hurled or slide off MK1 pod in EVA

10/09/2014 12:17 AM - RedPine

Status:	Closed	Start date:	10/08/2014
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.25	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

Description: Kerbals sometimes (often) fly off MK1 pod at about 10-30 m/s upon going on EVA, or can hurl a body length while landed on the Mun. Kerbals sometimes (often) slide off the MK1 command pod during EVA too. This is easiest to duplicate while in orbit due to low gravity.

Steps to reproduce:

1. Get a vessel consisting of MK1 command pod, with something attached at the small end. Probe cores, inline batteries, and parachutes work. Seems slightly worse with solar panels attached to an inline battery on the small end of the MK1.
2. Go to space (diminished effect while in gravity)
3. EVA the occupant.

Observations:

1. The Kerbal often begins to slide down the capsule, eventually (within 10-20 seconds) sliding completely off the capsule's ladder.
OR
2. Immediately after EVA, the Kerbal can be seen twitching or oscillating against the MK1 hull. Like perhaps part of the Kerbal is not completely outside the capsule.

History

#1 - 10/11/2014 05:04 AM - Kerolyov

- Status changed from New to Confirmed
- % Done changed from 0 to 10

#2 - 10/13/2014 10:58 PM - douglas

- Status changed from Confirmed to Duplicate
- % Done changed from 10 to 100

I've also seen this in Linux. I wouldn't say it's rapid. It's more like the kerbal leaves the craft and loses grip on the pod (or never makes it). May be a bug with the new suit models. Wasn't an issue in 0.24

I'd have to call #3328 a duplicate of this one as it seems to be a related issue of the kerbal simply leaving the pod without grabbing it while in space.

#3 - 10/23/2014 07:57 AM - Ted

- Status changed from Duplicate to Confirmed
- % Done changed from 100 to 10

#4 - 10/23/2014 08:35 AM - Squelch

- Subject changed from Kerbals rapidly hurled off MK1 pod in EVA to Kerbals rapidly hurled or slide off MK1 pod in EVA
- Description updated
- Category changed from Parts to 28
- Platform Linux added

Combined two reports that are so similar that they could be duplicates. Salient points transferred.

#5 - 10/23/2014 09:13 AM - Squelch

There is a community fix available to address this issue. It can be found [here](#)

#6 - 10/23/2014 09:40 AM - Kerolyov

Also reported on forum <http://forum.kerbalspaceprogram.com/threads/95766-EVA-Ejects-at-High-Velocity-25>

#7 - 10/23/2014 11:52 AM - Claw

It is my opinion that the two bugs are not te same. There are, in fact, two events going on here.

The first one is an old problem, but seems slightly worse in 0.25:

1) Kerbals slide along ladder.

And the second one is new to 0.25, and doesn't require anything to be attached to or anywhere near the pod:

2) Kerbals are hurled off the side of any pod (not just Mk1).

My fix (linked above) fixes the new bug (#2). That bug has strikes both in orbit and on the ground, and has two components.

- First, when the kerbal goes EVA, his FSM state isn't always coming up as "Ladder (Acquire)" but sometimes comes up as "Idle (Floating)". This means he loses grip of the ladder.

- Second, the thing that causes him to get hurtled away is that part of the animation sequence of the kerbal getting out (specifically his helmet) intersects the capsule.

When you combine the two problems, he loses grip and has a force imparted by the collision...and off he flies. This bug can be replicated on the ground too. Launch a Mk1 pod, go EVA. If he doesn't pop off the ladder immediately, go back in the capsule and do it again. When he pops out and shows up standing on the ground (and not on the ladder), the problem is bug #2 and NOT because the kerbal is sliding off the ladder. This can be confirmed by trapping the KerbalFSM states.

#8 - 04/09/2015 10:58 PM - Ruedii

In my opinion there are 3 bugs here:

1. Kerbals can slide up/down ladders due to external physics that are not beyond the "ladder grip" threshold.

2. Kerbals can have forces applied to them on exist of a ship

3. Kerbals can lose grip of ladders if slid down by physics, even if said forces are not beyond the "ladder grip" threshold.

#9 - 07/27/2015 05:55 PM - Squelch

- Platform Win32 added

- Platform deleted (Linux, Windows)

#10 - 07/17/2016 09:31 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

#11 - 08/09/2016 11:11 AM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention