

Kerbal Space Program - Bug #4816

crew transfer/eva bug

04/29/2015 07:22 PM - drazed

Status:	Closed	Start date:	04/29/2015
Severity:	Low	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.0	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

If you eva while in the process of performing a crew-transfer things get buggy.

Reproduce: * any manned vessel in space (I found/tested in space anyways) * click a crew-hatch, select 'transfer' on a kerbal * in bottom-right click 'eva' on any kerbal * controls are locked, unable to do anything, transfer highlighting is still present * hit escape to fix

Similar issue if you "IVA" a crew while in process of transfer, but controls still work to view/exit the iva, crew transfer remains up after exit. This one is almost 'this-bug-is-a-feature', but the EVA is certainly only bug. Crew-transfer should auto-cancel if switching to EVA/IVA.

As all my bugs, tested on linux, but I assume this is an issue on ALL os's.

History

#1 - 04/29/2015 07:30 PM - drazed

Formatting came out wrong so reposting the reproduce steps (I will use preview from now on sorry)

Reproduce:

- any manned vessel in space (I found/tested in space anyways)
- click a crew-hatch, select 'transfer' on a kerbal
- in bottom-right click 'eva' on any kerbal
- controls are locked, unable to do anything, transfer highlighting is still present
- hit escape to fix

#2 - 05/13/2015 04:59 AM - orcaman98

- Status changed from New to Confirmed

- % Done changed from 0 to 10

This is also a problem anytime you right-click to rotate the view after starting the transfer. (Click hatch, click transfer, "whoops, the pod I want him in is out of sight", right-click to change view angle, left-clicking on any pod now does nothing.)Can only transfer if hatch and destination pod can be clicked from one viewing angle. Windows 7 (x64), KSP 1.0.2 (x32)

#3 - 11/17/2015 02:15 PM - sal_vager

- Status changed from Confirmed to Resolved

- % Done changed from 10 to 100

No longer reproducible in build 1028

#4 - 07/17/2016 09:19 AM - TriggerAu

- Status changed from Resolved to Closed