

# Kerbal Space Program - Bug #4930

## Crew switching to EVA

05/05/2015 05:52 AM - ce4aser

<b>Status:</b>	Closed	<b>Start date:</b>	05/05/2015
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Physics		
<b>Target version:</b>			
<b>Version:</b>	1.0.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Win32	<b>Mod Related:</b>	No
<b>Expansion:</b>			

### Description

Hello i make plugin to KSP and KSP have this bug. Switch from vessel to EVA have higher as 44 geeForce. Please repair this bug. Thank you. And second bug is on this page. On category select version is not 1.0.2.

### History

#### #1 - 07/27/2015 05:57 PM - Squelch

- Platform Win32 added
- Platform deleted (Windows)

#### #2 - 07/17/2016 09:33 AM - TriggerAu

- Status changed from New to Needs Clarification

#### #3 - 08/09/2016 01:51 PM - 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