Kerbal Space Program - Bug #5945

Pilot in any Crew Cabin allows full Pilot control if command pod occupied.

11/14/2015 04:19 AM - Tempist

Status:	Updated	**Start date:**	11/14/2015
Severity:	Low	**% Done:**	10%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.0.5	**Language:**	English (US)
Platform:	Any	**Mod Related:**	No
Expansion:			

Description

A pilot loaded into the Crew Cabin while non-pilot Kerbal in command pod (tested with Mk1 Command Pod) will allow for full SAS control of craft dependent on pilot skill level. This will not work if the Command Pod is unoccupied.

History

#1 - 11/20/2015 03:33 PM - sal_vager

- Subject changed from Pilot in Mk1 Crew Cabin allows full Pilot control to Pilot in any Crew Cabin allows full Pilot control if command pod occupied.

- Status changed from New to Confirmed

- % Done changed from 0 to 10

- Platform Any added

- Platform deleted (Windows)

This occurs with any Kerbal container, not just the Mk1 crew container, as KSP is checking for the presence of a pilot on the vessel but not the Kerbals location on the vessel, and for a Kerbal in the pod but not that Kerbals type.

I guess you could say that Fredfield is telling Bob what lever to pull from the back.

Updating title.

#2 - 07/17/2016 09:41 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

#3 - 08/27/2016 12:52 PM - MiniMatt

- Status changed from Needs Clarification to Updated

- % Done changed from 0 to 10

Can confirm still present in 1.1.3 Winx64 so setting to updated but not sure whether its really a bug or feedback - as per sal_vager's comment above I like to think of it as "back seat driving".

As noted above, behaviour remains that it needs a body (any body) in the command cabin and a pilot anywhere on the vessel. A lone pilot in, eg, a hitchhiker, and an empty command cabin will not allow control.

Files

2015-11-13_00001.jpg	246 KB	11/14/2015	Tempist
2015-11-13_00002.jpg	246 KB	11/14/2015	Tempist