

## Kerbal Space Program - Bug #6293

### Ladders on moving vessels dont show "Climb out" option

12/19/2015 02:53 PM - rudi1291

<b>Status:</b>	Needs Clarification	<b>Start date:</b>	12/19/2015
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Physics		
<b>Target version:</b>			
<b>Version:</b>	1.0.5	<b>Language:</b>	English (US)
<b>Platform:</b>	Any	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

I dicovered this today while playing around with an airplane at the island airfield. Buts its not specific to that location nor the craft... What happened? I moved my plane into a hangar to make a nice creenshot. Then, in order to get it back onto the runway, i had to push it with a kerbal. After the vehicle started moving i tried to get back into the vehicle. I could climb the ladder, but it didn't showed the "Climb out" option until the vehicle almost stopped.

Steps to reproduce:

Load the attached craft onto the runway

Enable brakes and extend ladder

Get out, climb down and up again to see the "climb out" option

Switch to the vehicle, release the brakes and give it a little push, Something like 0.5m/s should be enough

Switch back to the kerbal. The "climb out" option is gone

I think this might be related to something like this: [#5391](#)

#### History

#1 - 07/17/2016 09:41 AM - TriggerAu

- Status changed from New to Needs Clarification

#### Files

screenshot4.png	2.04 MB	12/19/2015	rudi1291
screenshot5.png	1.79 MB	12/19/2015	rudi1291
Stuntplane.craft	116 KB	12/19/2015	rudi1291
screenshot6.png	1.93 MB	12/19/2015	rudi1291