

Kerbal Space Program - Bug #9719

Pilots in EVA have SAS option

05/12/2016 07:55 PM - krimsalt

Status:	Confirmed	Start date:	05/12/2016
Severity:	Very Low	% Done:	10%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.1.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Toggling T in EVA for pilots won't work, but if you click on the SAS light to turn it on with the mouse, SAS turns on for pilots. Pilots should not have SAS. For non-pilots, it just states that there is no SAS module or pilots aboard (lol there are no Pilots inside of Bill)

To test this, just get any Pilot in EVA and click on the SAS light on the navball to turn it on

History

#1 - 07/17/2016 09:56 AM - TriggerAu

- Status changed from New to Needs Clarification

#2 - 08/09/2016 07:48 AM - bewing

- Status changed from Needs Clarification to Updated

- % Done changed from 0 to 10

Still happens in ver 1.1.3.

#3 - 08/09/2016 07:58 AM - bewing

- File screenshot5.png added

#4 - 08/28/2016 11:52 AM - MiniMatt

- File ksp-bug9719.png added

- Status changed from Updated to Confirmed

Can confirm in 1.1.3.1289 Win x64. EVA'd kerbals can have SAS visually enabled by clicking on the SAS button, pressing T does not visually enable.

Double checked whether the SAS modes had any effect in orbit and they do not (ie. retrograde SAS toggle does not point your EVA'd kerbal retrograde) - presumably kerbals don't have internal torque wheels.

Files

screenshot5.png	1.4 MB	08/09/2016	bewing
ksp-bug9719.png	456 KB	08/28/2016	MiniMatt