

## Kerbal Space Program - Bug #1168

### map bug

07/31/2013 03:54 PM - marsfan

<b>Status:</b>	Closed	<b>Start date:</b>	07/31/2013
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Camera		
<b>Target version:</b>			
<b>Version:</b>	0.21.1	<b>Language:</b>	English (US)
<b>Platform:</b>	OSX	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

After launching a space telescope, and zooming in at some planets and then zooming out and looking at the map view, all of the planets were not on their orbit path. Everything was normal except for their position.

#### History

**#1 - 08/02/2013 04:13 AM - hermes47**

- Status changed from New to Closed

- % Done changed from 0 to 100

Based on the description here, I suspect that this is happening with a telescope mod. The bug tracker is just for bugs occurring in 100% stock games. Closing.