

Kerbal Space Program - Bug #1189

KSC 2 terrain deformation changed and looks strange

08/07/2013 03:06 PM - Greys

Status:	Closed	Start date:	08/07/2013
Severity:	Very Low	% Done:	100%
Assignee:			
Category:	Camera		
Target version:			
Version:	0.21.1	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

Upon a visit to KSC 2 earlier today I was greeted with the entire valley system reduced to a set of strange looking hills, and not strange fake, but strange "that doesn't look like somebody did that on purpose"

History

#1 - 07/17/2016 09:24 AM - TriggerAu

- Status changed from New to Needs Clarification

#2 - 08/07/2016 12:07 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

Files

screenshot38.png	1.64 MB	08/07/2013	Greys
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