

Kerbal Space Program - Bug #13112

Flag placed on North Pole causes levitation

10/25/2016 06:40 PM - solocle

Status:	Resolved	Start date:	10/25/2016
Severity:	High	% Done:	100%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.2.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			
Description <p>While a flag placed very near the north pole does not have an effect, if the latitude is edited in the save file to be exactly 90, then objects will levitate. See glitchy.sfs. This could be related to the violent camera objections to crossing the north pole. It really is star-wars'esque.</p> <p>To reproduce:</p> <p>1) Load glitchy.sfs</p> <p>2) Focus view on "Daise Kerman" from tracking station.</p>			

History

#1 - 05/28/2020 03:21 PM - Robert.Keech

- Status changed from New to Updated
- % Done changed from 0 to 10

Issue is no longer occurring, Objects are no longer floating due to a flag being placed at exactly 90 on the poles

#2 - 05/28/2020 03:21 PM - Robert.Keech

- Status changed from Updated to Resolved
- % Done changed from 10 to 100

Files

glitchy.sfs	1.08 MB	10/25/2016	solocle
screenshot141.png	226 KB	10/25/2016	solocle