

# Kerbal Space Program - Bug #13213

## Small kraken in terrain near KSP

11/10/2016 03:21 AM - mdsogne

<b>Status:</b>	Confirmed	<b>Start date:</b>	11/10/2016
<b>Severity:</b>	Normal	<b>% Done:</b>	10%
<b>Assignee:</b>			
<b>Category:</b>	Buildings		
<b>Target version:</b>			
<b>Version:</b>	1.2.1	<b>Language:</b>	English (US)
<b>Platform:</b>	OSX	<b>Mod Related:</b>	No
<b>Expansion:</b>			

### Description

Just built a new rover and went for a drive near KSP. The rover handles really well, to the point of hitting the craslerway edge-on at 20m/s, getting airborne and surviving... but I hit an invisible bump in the grasslands near KSC and it exploded and flipped over, with both crew ejected from seats. Upon closer inspection, there appears to be a thin crack / glitch in the terrain near (0° 10' S, 75° 20' W).

### History

#### #1 - 11/10/2016 03:50 AM - mdsogne

NOTE: the only mod installed is KER (to locate the problem).

Terrain detail was set to Default when the problem occurred.

Re-loading a save at that location produces inconsistent results - size of crack and direction from which it can be seen varies, as well as the difference in ground-contact elevation on either side of the crack -- but there's always a crack.

Following the crack southward leads to another perpendicular crack at (0° 12'59" S, 75° 20' W)

#### #2 - 11/11/2016 01:59 AM - Nebbie

There are thin cracks all over on all bodies, even on KSC's runway.

#### #3 - 11/12/2016 03:46 PM - swjr-swis

See also report [#13190](#) for a similar issue on Minmus (but with a much bigger gap).

#### #4 - 12/11/2016 12:03 PM - Hexicube

- Status changed from New to Confirmed

- % Done changed from 0 to 10

I've also had this issue, these seams are in a grid and occur wherever the PQS squares join up. The issue is also still present in 1.2.2.

I can also confirm their inconsistency. Each quad varies in position after each quick-load (even for the same quick-save), which is most easily noticed with a rover as sometimes it will jump up to match the terrain and sometimes will not.

Seams are visible from a distance: <http://i.imgur.com/2F8nZnD.png>

Seams can sometimes have a width: <http://i.imgur.com/NNIMQrL.png>

Closest seam to KSC on high terrain quality: <http://i.imgur.com/Xayd6lU.png>

This is not an issue with how ground height is calculated, but rather how the absolute position of terrain quads is calculated.

The seams have a consistent height going along them, if it's 10cm at your location it will be 10cm along the entire edge.

Steps to prove inconsistency:

1. Set terrain quality to high (higher quality makes seams more frequent)
2. Make a rover and drive west (towards mountain range) until you find a crack (should be 1/3rd the length of the runway away)
3. Park on top of the crack
4. Quick-save, and repeatedly quick-load

Every time you quick-load the crack is different, and sometimes your wheels are in the ground.

This is also arguably game-breaking, since it causes issues with rovers and could potentially cause a base to pop out of the ground and explode.

This is not related to [#13190](#), as the issue there is a single terrain vertex being incorrect as opposed to entire quads.

## Files

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screenshot48.png	1.06 MB	11/10/2016	mdosogne
screenshot52.png	1.83 MB	11/10/2016	mdosogne