

# Kerbal Space Program - Bug #13379

## Cube found in asteroid

12/05/2016 09:46 PM - basedoesgames

<b>Status:</b>	Confirmed	<b>Start date:</b>	12/05/2016
<b>Severity:</b>	Low	<b>% Done:</b>	10%
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>			
<b>Version:</b>	1.2.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

### Description

While playing, i rendezvoused with an Asteroid and when i grappled to it, i saw this cube inside. I am familiar with Unity so i believe this could just be something that was overlooked somewhere. I have included screenshots and a quick save of when i was grappled to the asteroid. This was done with the CactEye-2 Telescope mod and KER. CactEye Link:  
<http://spacedock.info/mod/629/CactEye-2%20Orbital%20Telescope>

### History

#### #1 - 12/10/2016 03:20 PM - Enceos

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

Someone forgot to delete the default cube in Blender, and the asteroid model now comes with a cube inside.

#### #3 - 01/18/2017 11:47 AM - NobodyImportant

Enceos wrote:

Someone forgot to delete the default cube in Blender, and the asteroid model now comes with a cube inside.

That is actually adorable.

Any bug that doesn't break the game is a feature not a bug. One should totally have a cube in one of the asteroids. Monoliths are so 2001.

### Files

Screenshot (81).png	639 KB	12/05/2016	basedoesgames
Screenshot (82).png	959 KB	12/05/2016	basedoesgames
Asteriod Bug QS.sfs	184 KB	12/05/2016	basedoesgames