

Kerbal Space Program - Bug #14103

Rovemate's kerbnet is not accurately showing anomaly direction / location

03/10/2017 01:13 PM - krunchysock

Status:	Closed	Start date:	03/10/2017
Severity:	Low	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.2.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

since the rovemate is 100% anomaly detection it should show the anomaly in the correct location once near anomaly however the rovemate is pointing towards the anomaly incorrectly or not at all. Screen shot provided, landed with rovemate no anomaly detected. the space center anomaly shows due east from the runway and not detected when sitting on top of it screen shots provided. incorrect direction confirmed on steam forum from another user

<https://steamcommunity.com/app/220200/discussions/0/135511027321595043/>

History

#1 - 03/10/2017 01:13 PM - krunchysock

- File 20170310043232_1.jpg added

#2 - 07/24/2019 03:06 PM - Robert.Keech

- Status changed from New to Updated

- % Done changed from 0 to 10

Issue no longer occurs

#3 - 07/24/2019 03:06 PM - Robert.Keech

- Status changed from Updated to Resolved

- % Done changed from 10 to 100

#4 - 07/24/2019 03:59 PM - chris.fulton

- Status changed from Resolved to Closed

Files

20170309175512_1.jpg	245 KB	03/10/2017	krunchysock
20170309175512_1.jpg	245 KB	03/10/2017	krunchysock
20170309202809_1.jpg	277 KB	03/10/2017	krunchysock
20170310043232_1.jpg	205 KB	03/10/2017	krunchysock