

Kerbal Space Program - Bug #1564

Flag is placed in wrong place in island control tower.

10/17/2013 02:56 PM - DictatorDono

Status:	Closed	Start date:	10/17/2013
Severity:	Low	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.22	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

When a flag is planted inside the control tower on the island airport it appears on the roof.

History

#1 - 10/18/2013 01:46 AM - bac9

Unrelated to this particular place and can potentially happen anywhere with any overhanging colliders. Flag position is probably determined by raycasting from above which will obviously result in a flag appearing on the first surface hit by the ray. If that is correct, can be potentially fixed by reducing the distance from which rays are casted, but not sure.

#2 - 10/18/2013 03:16 AM - Ted

- Assignee deleted (Developers)

Please do not set the assignee for an issue. Thanks!

#3 - 07/17/2016 09:24 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

#4 - 08/07/2016 12:14 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

2013-10-17_00005.jpg

242 KB

10/17/2013

DictatorDono