

# Kerbal Space Program - Bug #28595

## The mass of asteroid bug

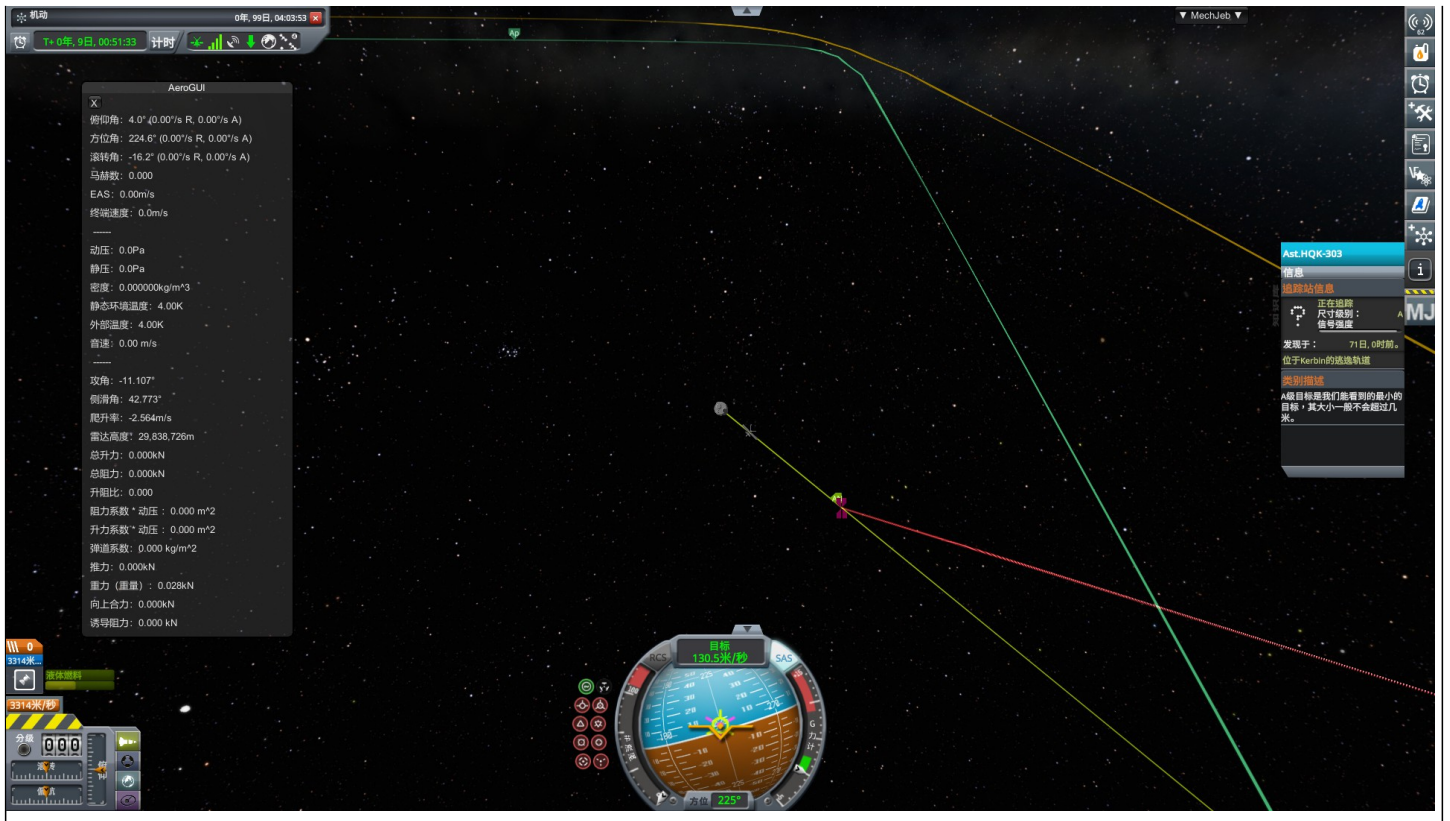
01/08/2022 08:46 AM - Invisiball

<b>Status:</b>	New	<b>Start date:</b>	01/08/2022
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Comets		
<b>Target version:</b>			
<b>Version:</b>	1.12.3	<b>Language:</b>	English (US), 简体中文 (Chinese Simplified)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

### Description

The diameter of the asteroid is about 50m to 100m. The asteroid would change its shape and size when I reloaded the game, but the common thing was the mass which hasn't been below 1 million tons. And I couldn't capture it sometimes, the rocket got into the asteroid like clipping bug, and then i was rebounded by the collision model.





## Files

Misc.zip	981 KB	01/08/2022	Invisiball
the strange A-class asteroid.png	2.08 MB	01/08/2022	Invisiball
20220108163254_1.jpg	337 KB	01/08/2022	Invisiball