

# Kerbal Space Program - Bug #3384

## Fell through the ground

10/23/2014 09:48 AM - david-j

<b>Status:</b> Closed	<b>Start date:</b> 10/23/2014
<b>Severity:</b> Very Low	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b> Buildings	
<b>Target version:</b>	
<b>Version:</b> 0.25	<b>Language:</b> English (US)
<b>Platform:</b> OSX	<b>Mod Related:</b> No
<b>Expansion:</b>	

### Description

build id = 00642 2014-10-07\_11-15-09 Branch: master  
Kerbal Space Program - 0.25.0.642 (OSXPlayer)

OS X 10.9.5

I decided to investigate the fountain / swimming pool near the admin building at the space complex. While talking up the small hill near the building complex I fell through the ground and was able to walk under the pool. Screenshots attached. Note the blue bit at the bottom of "i3". That's me under the water.

### History

#### #1 - 10/24/2014 10:44 AM - unseeingwhale

- Severity changed from Low to Very Low
- Platform OSX added
- Platform deleted (Any)

I tried to reproduce this on Linux. While I did see some sink in around the change from grass to concrete I did not fall in.

Updating to OSX platform and will have someone follow up on that platform.

#### #2 - 10/24/2014 07:52 PM - PixelClef

OS: Mac OS X 10.10  
KSP: 0.25.0.642

Was unable to confirm this issue. I wandered around the lower join where the low res grass meets the high res hill slope, and also at the top of the hill where the high res grass meets the road concrete curb. At no point did I see Jeb sink into the concrete, much less fall through the world.

#### #3 - 07/17/2016 09:26 AM - TriggerAu

- Status changed from New to Needs Clarification

#### #4 - 08/09/2016 11:11 AM - 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

i1.jpg	71.6 KB	10/23/2014	david-j
i2.jpg	63.8 KB	10/23/2014	david-j
i3.jpg	62.9 KB	10/23/2014	david-j