

# Kerbal Space Program - Bug #10410

## Vessels and Kerbals being bumped upwards near Mohole

08/13/2016 06:54 PM - StrandedonEarth

<b>Status:</b>	Not a Bug	<b>Start date:</b>	08/13/2016
<b>Severity:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	1.1.3	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

### Description

When near the edge of the Mohole, vessels and kerbals are being bumped/pushed/launched skyward, often destroying parts of the vessel. Here is a video of the glitch: <https://youtu.be/sz9PX83ZQ6g>. Attached are two quicksaves, of a vessel and an EVA kerbal, created in a pure-stock install (using the infinite fuel cheat to get there). When loading the quicksave, the time until the glitch occurs can vary widely, from less than 10 seconds to over a minute or two.

This first occurred in a modded install, as detailed here:

<http://forum.kerbalspaceprogram.com/index.php?topic/145563-mohole-quakes/> I was able to reproduce the bug in stock for the bugtracker. It may be related to the Easter Eggs being enlarged for 1.1.3. I hope to see if this bug occurs near other easter eggs or if it happens near the poles of other planets/moons.

### History

#### #1 - 08/13/2016 06:56 PM - StrandedonEarth

Edit: perhaps the category should have been "Physics"

#### #2 - 06/09/2020 07:12 AM - RafaHdz

- Status changed from New to Not a Bug

Copied and loaded both quicksaves, the issue is not happening on the latest build (2883).

### Files

quicksave #3.sfs	94.4 KB	08/13/2016	StrandedonEarth
quicksave.sfs	81.5 KB	08/13/2016	StrandedonEarth