

Kerbal Space Program - Bug #1601

Radar altitude off on Pol

10/21/2013 04:51 PM - HolySmoke

Status:	Closed	Start date:	10/21/2013
Severity:	Low	% Done:	100%
Assignee:			
Category:	Buildings		
Target version:			
Version:	0.22	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			

Description

Radar altitude on Pol S 61°50'42" E 64°3'19" is off by about -500m.
Needle of the altimeter runs beyond zero and rests at approximately 480m when landed.

As an aside bonus, the Tracking Station first showed the east coordinate as 424° and simplified it to 64° when I "flew" the ship and returned immediately after that.

Snip from the save file:

```
met = 885.615484535694
lct = 390701467.395271
root = 0
lat = -61.8449272156557
lon = 64.0554064237831
alt = 1458.52959471072
hgt = 0.3449572
nrm = -0.09144032,0.9954415,-0.02710973
rot = 0.3085518,-0.1876158,-0.9177087,0.1655502
CoM = 1.43608E-05,-1.33614E-05,-2.337869E-05
[...]
```

ORBIT

```
{
  SMA = 22472.928714981
  ECC = 1
  INC = NaN
  LPE = 66.4585174219053
  LAN = 8.79306175212537
  MNA = 3.14159265358979
  EPH = 390702364.770745
  REF = 14
  OBJ = 0
}
```

Version: 0.22.0.0, Steam, second download
Plugins: Kethane and Kerbal Alarm Clock

PS: I don't know if this should go into Physics or Resources. I put it in the latter for now.

Related issues:

Related to Kerbal Space Program - Bug #5235: Ship quicksaved below 700 m abov...	Closed	07/13/2015
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History

#1 - 10/25/2013 10:44 AM - Ted

- Category changed from 35 to 90

Created a new one, Terrain. :)

#2 - 07/21/2014 10:52 PM - BobTheCannibal

- Status changed from New to Confirmed

- % Done changed from 0 to 10

I believe this bug occurs right around here in my log, altitude 614m AGL, velocity 0.5m/s (orbital):

```
[WRN 20:54:24.235] Vessel lander crashed through terrain on Pol
[LOG 20:54:24.236] cupola (lander) Exploded!! - blast awesomeness: 0.5
[LOG 20:54:24.314] [RCSBlock]: Deactivated
[LOG 20:54:24.316] [RCSBlock]: Deactivated
[LOG 20:54:24.318] [RCSBlock]: Deactivated
[LOG 20:54:24.320] [RCSBlock]: Deactivated
[LOG 20:54:24.322] [cupola (lander)]: Deactivated
[LOG 20:54:24.329] Added -19.6186 (-10) reputation: 'Jebediah Kerman was lost!'.

```

The cupola exploded 614 meters above Pol's terrain.

Just the cupola. And this bug occurs for me on landing sites (plural, mind you) near the equator below the "sea level". (A landing at 48°01'24"N, 175°18'55"W, +- 230m, ASL 2.7625 km is successful, but just about anywhere else, for me? "Blast Awesomeness 0.5, Jebediah Kerman was lost!") The collision mesh for Pol seems to be disastrously wrong: The low points and slopes don't line up.

Confirmed in 0.24 x86 and x64 Windows.

#3 - 07/15/2015 01:04 AM - Squelch

- Related to Bug #5235: Ship quicksaved below 700 m above terrain on Pol is destroyed on quickolad added

#4 - 07/17/2016 09:24 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

#5 - 06/19/2019 07:47 PM - just_jim

- Status changed from Needs Clarification to Resolved

- % Done changed from 0 to 100

This is fixed, and no longer occurring in version 1.7.2

#6 - 06/20/2019 04:35 PM - chris.fulton

- Status changed from Resolved to Closed