Kerbal Space Program - Bug #18834

Vehicles sunk into ground at Dessert Airfield

05/07/2018 01:36 PM - klesh

Status:	New	**Start date:**	05/07/2018
Severity:	Low	**% Done:**	0%
Assignee:			
Category:	Buildings		
Target version:			
Version:	1.4.3	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:	Making History		

Description

There are static vehicles parked on the Northwest side of the Dessert airfield. They are some of the vehicles we are familiar with from the KSC/VAB/SPH.
These vehicles have been sunk into the terrain (I have my terrain detail set to highest) to where their chassis make contact with the ground and the wheels are below the terrain. They could each stand to be raised to the point where the bottom of their wheels are in contact with the terrain.

Bug Bonus Round! The northernmost vehicle seems to have an untextured panel?

History

#1 - 05/23/2018 06:47 PM - klesh

> Bug Bonus Round! The northernmost vehicle seems to have an untextured panel?

This same vehicle with the missing texture can also be seen scooting around the VAB, where it is also missing it's texture.

#2 - 06/26/2018 03:47 AM - bewing

There was a sandstorm, and the vehicles got buried up to their axles.
It is best to have them slightly buried on High terrain detail, because that way they are not floating on Default or Low. Since they are static, they cannot be repositioned according to terrain detail.
And which part do you think has the missing texture? It all looks properly textured to me.

#3 - 04/12/2019 09:14 PM - klesh

bewing wrote:

> And which part do you think has the missing texture? It all looks properly textured to me.

The missing texture is the yellow box with the grey circle and the leter "i" in the center. You can see it clearly in the 2nd screenshot. It's also found zooming around inside the VAB/SPH.

Files

220200_20180507092601_1.png	1.85 MB	05/07/2018	klesh
220200_20180507092632_1.png	3.9 MB	05/07/2018	klesh