

Kerbal Space Program - Bug #19214

Terrain scatter doesn't sit even with the ground

06/14/2018 01:07 PM - jclovis3

Status:	New	Start date:	06/14/2018
Severity:	Low	% Done:	0%
Assignee:			
Category:	Buildings		
Target version:			
Version:	1.4.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

Just flew over the mountains behind the KSC, and noticed the rocks float above the ground. On the way in, it seemed the distance culling was very close and quite noticeable as the mountains changed shape. This can lead to uncertainty when looking for a landing area so I suggest pushing it back a bit for high graphic settings. The rock floating might not be related to that though.

Added to Buildings and Scenery because I felt the terrain scatter would fall under scenery more than physics since there is no collision mesh.

History

#1 - 06/14/2018 01:27 PM - jclovis3

- File *Hovering Trees.png* added

Some trees too. Most seem to be fine, so perhaps some of the mesh was changed and the scatter wasn't recalculated.

#2 - 01/23/2020 07:20 PM - Gina.Pearl

This issue still occurs on PC build 02760, I observed several floating cacti in the dessert and some floating grass in Kerbin's grasslands.

Files

Hovering Rock terrain scatter.png	1.12 MB	06/14/2018	jclovis3
Hovering Trees.png	1.02 MB	06/14/2018	jclovis3