Kerbal Space Program - Bug #19532

Minmus Biomes not updating for Kerbals on EVA.

08/15/2018 02:11 PM - boolybooly

Status:	Closed	**Start date:**	08/15/2018
Severity:	Low	**% Done:**	100%
Assignee:			
Category:	Gameplay		
Target version:	1.5.0		
Version:	1.4.5	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:	Core Game, Making History		

Description

I have been suspecting this for a while, when Kerbals go on EVA on Minmus the Biomes are not updating.

Here I offer proof as a Kerbal stands on top of a probe in the exact same location. The probe instruments are recording lowlands but Jeb still thinks he is collecting from Minmus Flats where he started his EVA.

This remains true when Jeb gets onto the ground and it remains true if he moves more than 2km from his point of origin.

Compare screenshots to see readings from Jeb compared to the probe instruments in the same location.

History

#1 - 08/15/2018 02:19 PM - boolybooly

It is also the same for EVA report as for surface sample, both are reading point of origin not current location. I tried scrapping the data and collecting again, remains the Flats reading for Jeb and lowlands for the probe.

Also I tried switching local focus by [] keys and this did not help.

However if I go to the tracking station and return to Jeb then he reads lowlands like he should from the outset. So the Kerbal is not updating biome location on EVA, QED.

#2 - 10/15/2018 06:30 PM - joshua.collins

- Status changed from New to Ready to Test

- Target version set to 1.5.0

- % Done changed from 0 to 80

The biomes should update now. Please check in 1.5.0

#3 - 07/24/2019 11:50 PM - chris.fulton

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

#4 - 07/24/2019 11:50 PM - chris.fulton

- Status changed from Resolved to Closed

Files

20180815150458_1.jpg	234 KB	08/15/2018	boolybooly
20180815150619_1.jpg	233 KB	08/15/2018	boolybooly