

Kerbal Space Program - Bug #20344

Ground scatter doesn't generate while flying

11/03/2018 04:27 AM - Nightside

Status:	Confirmed	Start date:	11/03/2018
Severity:	Low	% Done:	10%
Assignee:			
Category:	Camera		
Target version:			
Version:	1.5.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

It seems like the last few versions I've had a problem where some ground scatter (trees) don't generate beneath me while flying.

Some trees exist when starting, but just in the hills to the east of the KSC and not extending very far.

If I land, go back to space center, then return to the ship it is surrounded with trees (as expected).

PICS:

Landed a few km east of the KSC.

[\[\[https://user-images.githubusercontent.com/20480557/47525085-35b7f900-d851-11e8-8d0a-ccf7c9c322c8.png\]\]](https://user-images.githubusercontent.com/20480557/47525085-35b7f900-d851-11e8-8d0a-ccf7c9c322c8.png)

Same plane, same place, after returning to the Space Center, then returning via the Tracking Station

[\[\[https://user-images.githubusercontent.com/20480557/47525090-394b8000-d851-11e8-9d7f-77274463995e.png\]\]](https://user-images.githubusercontent.com/20480557/47525090-394b8000-d851-11e8-9d7f-77274463995e.png)

Weirdly, the small grass ground scatter shows up even when trees do not. To be clear is is happening without mods.

History

#1 - 11/11/2018 12:10 PM - im_made_of_jam

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Files

DxDiag.txt	95.2 KB	11/03/2018	Nightside
KSP.log	482 KB	11/03/2018	Nightside