

## Kerbal Space Program - Bug #22612

### Surface rescue mission targets spawn above ground and only drop to surface when their distance to the ship drops below 200 m

05/27/2019 06:44 PM - Kasuha

<b>Status:</b>	Investigating	<b>Start date:</b>	05/27/2019
<b>Severity:</b>	Low	<b>% Done:</b>	20%
<b>Assignee:</b>	Robert.Keech		
<b>Category:</b>	Physics		
<b>Target version:</b>			
<b>Version:</b>	1.7.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game, Making History		

#### Description

The subject says most of it. Check the attached screenshots, the Kerbal and its ship are floating above the ground, their shadows can be seen projected to the left. They only skip to the surface when their distance to the ship gets too low, the threshold appears to be 200 m. Notice also sudden change of the target position on the navball.

To replicate, load the attached quicksave and observe.

I believe there's a typo in the value and they're supposed to do that below 2000 m, not 200 m. Even with that, I believe the skip would be visible but would not be as intrusive.

#### History

##### #1 - 06/05/2020 03:39 PM - Robert.Keech

- Status changed from New to Investigating
- Assignee set to Robert.Keech
- % Done changed from 0 to 20

#### Files

screenshot39.png	2.55 MB	05/27/2019	Kasuha
screenshot40.png	2.55 MB	05/27/2019	Kasuha
app4.sfs	1.38 MB	05/27/2019	Kasuha