

# Kerbal Space Program - Bug #2312

## Ghost monolith

03/29/2014 10:53 AM - Basilicofresco

<b>Status:</b>	Not a Bug	<b>Start date:</b>	03/29/2014
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Buildings		
<b>Target version:</b>			
<b>Version:</b>	0.23	<b>Language:</b>	English (US)
<b>Platform:</b>	Win32	<b>Mod Related:</b>	No
<b>Expansion:</b>			

### Description

The Minmus monolith is not solid: the kerbals can walk through it without any problem.

Ps. Do you feel more appropriate terrain or physics category?

### History

#### #1 - 03/29/2014 01:59 PM - TruePikachu

- Status changed from New to Confirmed

- % Done changed from 0 to 10

This is because the monoliths are objects, akin to the ground scatter, and not part of the terrain mesh itself.

#### #2 - 07/27/2015 06:05 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

#### #3 - 06/24/2016 09:07 PM - bewing

- Status changed from Confirmed to Not a Bug

- % Done changed from 10 to 100

Monoliths do not have colliders, and none of them can be interacted with. This is normal.

### Files

screenshot95-.jpg

75.9 KB

03/29/2014

Basilicofresco