

Kerbal Space Program - Bug #23180

Vessel Landed on Minmus Tracking Station Visual Bug

07/14/2019 04:38 AM - MistyShadows

Status:	New	Start date:	07/14/2019
Severity:	Low	% Done:	0%
Assignee:			
Category:	Map and Planetarium		
Target version:			
Version:	1.7.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

While landed on the Minmus flats (or anywhere, though it's easier to see from the flats), your vessel appears to be below ground when viewed from the map view or tracking station.

While flying trying to land, your orbit trajectory will appear to pass through a point on the ground on the map view, but when you get there you're still a few hundred feet up, making it more difficult to aim for a spot on the surface.

Steps to replicate:

- 1) Make a vessel and land it on Minmus
- 2) Observe that the vessel appears to be below ground, best done by moving the camera around and trying to make it tangential to the flats. This is best done on one of the larger flats.

Expected: The craft should appear to be on the surface

Observed: The craft appears to be underground

Notes: I've looked at craft on the Mun and Kerbin and they do not exhibit this issue.

Joke: I didn't expect the latest expansion to literally break the ground... sorry bad joke and I'm not sure if this is expansion related or not, though I'd suspect it's an issue with the base game itself (I have all 3 expansions installed).

Adding some pictures to show the same craft viewed from the tracking station from different angles, note that the craft has not been moved at all.

Pay particular attention to the island in the middle of the flats as it moves around depending on the angle.

Thanks for reading through this! (And thanks for your hard work)

Files

Minmus angle 0.png	373 KB	07/14/2019	MistyShadows
Minmus angle 1.png	256 KB	07/14/2019	MistyShadows
Minmus angle 2.png	253 KB	07/14/2019	MistyShadows
Minmus angle 3.png	397 KB	07/14/2019	MistyShadows