

Kerbal Space Program - Bug #23914

Crawlerway assets appear in other places at the KSC on Tier 3 Space Centre

10/17/2019 05:04 AM - severedsolo

Status:	Closed	Start date:	10/17/2019
Severity:	Low	% Done:	100%
Assignee:			
Category:	Buildings		
Target version:	1.9.0		
Version:	1.8.0	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:	Core Game		
Description			
OS: Linux Mint 19.2 CPU: i7-7400 GPU: Gtx 1050Ti 4GB GPU Driver Version: 430.50			
When looking at the Tier 3 space centre, there are visual artifacts near the Tracking Station, and Mission Control. I've confirmed that they are solid and can be driven on, and on closer inspection, they seem to be made up of assets that are part of the Tier 3 Crawlerway.			

History

#1 - 10/17/2019 09:22 AM - AHHans

I have the same issue.
I run Ubuntu 18.04, with the Steam version of KSP (with MH and BG) and Kerbal Alarm Clock as the only mod I'm running.
A "Player.log" with me taking a "Bug-E Buggy" for a tour of the KSC can be found here:
<https://drive.google.com/open?id=1LPqTHHawv6Wav-RLjEUM0IEsnjEiqRqv> and the corresponding "KSP.log" here:
https://drive.google.com/open?id=1aP4tUA_dPbshVNkRraHt34WIFQ5crAQi

#2 - 10/17/2019 04:48 PM - nestor

- Status changed from New to Confirmed
- % Done changed from 0 to 10

#4 - 02/15/2020 05:43 PM - victorr

- Status changed from Confirmed to Ready to Test
- Target version set to 1.9.0
- % Done changed from 10 to 80

We have made changes in this last release and would like your feedback please.

#5 - 02/17/2020 10:06 PM - severedsolo

- Status changed from Ready to Test to Resolved
- % Done changed from 80 to 100

Marked as resolved as this was actually fixed in 1.8.1 and doesn't seem to have regressed in 1.9

#6 - 02/21/2020 01:47 AM - chris.fulton

- Status changed from Resolved to Closed

Files

screenshot0.png	1.06 MB	10/17/2019	severedsolo
screenshot1.png	1.1 MB	10/17/2019	severedsolo
KSP.log	404 KB	10/17/2019	severedsolo