Kerbal Space Program - Bug #24061

Terrain Shaking on Entering into the atmosphere and landing on the ground.

10/23/2019 01:00 PM - Anth12

Status:	Resolved	**Start date:**	10/24/2019
Severity:	Low	**% Done:**	100%
Assignee:	Technicalfool		
Category:	Camera		
Target version:	1.12.0		
Version:	1.8.0	**Language:**	English (US)
Platform:	Linux, Windows	**Mod Related:**	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

KSP 1.8 MH + BG

https://youtu.be/veCBYM5qEuQ

Video will show that its the terrain because there's a pod and a kerbal standing beside it.

Note:

1. It stops happening when loading a quick save where the pod and kerbal are already on the ground
2. It doesnt happen if the pod is some distance above the ground on loading a quick save

I have supplied a quicksave that the pod is at a high enough altitude for the bug to show itself.
Just physwarp when loading the quicksave and it should just take you right to the ground to show the issue.
(parachute will open automatically at a height that should have the pod slow down just before it touches the ground)

#23990 does show some similarities except that the gif supplied seems to show its actually the craft and the terrain that is shaking at the same time
thats not happening here

History

#1 - 10/24/2019 02:07 PM - Technicalfool

- Status changed from New to Confirmed

- % Done changed from 0 to 10

- Platform Linux added

Confirmed as described, with a stock Aeroequus entering from ~80km.

#3 - 10/24/2019 04:15 PM - Technicalfool

- Assignee set to Technicalfool

#4 - 10/29/2019 12:10 PM - AstroBalrog

- Platform deleted (Linux)

- Expansion Breaking Ground, Making History added

> 1. It stops happening when loading a quick save where the pod and kerbal are already on the ground

I landed a pod near the KSC, the terrain was shaking all over while the pod remained rock solid. I switched to the KSC, then back to the pod, and the terrain was now rock solid.

#5 - 12/14/2019 04:09 PM - gotmachine

Also reported here : https://forum.kerbalspaceprogram.com/index.php?/topic/190361-ground-texture-shaking/

#6 - 02/02/2020 05:11 AM - steve_v

- Platform Linux added

Also affects GNU/Linux build, no DLC.

#7 - 06/24/2021 10:50 PM - victorr

- Status changed from Confirmed to Ready to Test

- Target version set to 1.12.0

- % Done changed from 10 to 80

We have made some changes in this last 1.12.0 release and would like some feedback on this issue. Thanks.

#8 - 06/25/2021 03:09 AM - Anth12

KSP 1.8.0 + DLCs
KSP 1.12.0 + DLCs

Retested with 1.8.0 and tested in 1.12.0

Its fixed. Thank you

#9 - 08/05/2021 05:07 PM - Technicalfool

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

Files

quicksave.sfs	51.4 KB	10/23/2019	Anth12