

# Kerbal Space Program - Bug #24966

## Minmus terrain mesh glitch

03/04/2020 02:38 AM - m\_creech

<b>Status:</b>	Confirmed	<b>Start date:</b>	03/03/2020
<b>Severity:</b>	Low	<b>% Done:</b>	10%
<b>Assignee:</b>	Technicalfool		
<b>Category:</b>	Buildings		
<b>Target version:</b>			
<b>Version:</b>	1.9.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

### Description

I was playing with the new Set Position cheat in order to test rover handling on Minmus, and found a crack. At first I wondered if the Set Position cheat had caused the terrain glitch, but respawning at a few other locations did not replicate the problem. The crack is located precisely at 0 degrees latitude 90 degrees East Longitude, and since that seemed oddly specific I also looked at the three other cardinal points and the poles, and did find one other at the South pole. The included screenshots show the details. Whether there are other points on Minmus I cannot say. I did try the same on a few other planets, and though I did manage to drive into the MoHole by being late on the brakes, I did not find similar problems. That was more of a random sampling, however.

To replicate: Launch a craft; open the debug menu Alt+F12; under cheats select "Set Position"; use 0 latitude 90 longitude, or, -90 latitude 0 longitude on Minmus to find the terrain glitches.

Bonus bug report: I had the aero data switched on in the part action menus, and as can be seen there is an #AutoLoc error associated.

### History

#### #2 - 03/04/2020 05:09 PM - Technicalfool

- Status changed from New to Confirmed
- Assignee set to Technicalfool
- % Done changed from 0 to 10

Hello.

Thanks for your report. In this case, terrain tears at particular locations like this is a known bug. You might also notice tears at 180 and 270 degrees longitude. It's related to how PQS works, and is on the queue of "things to fix".

Don't let this response discourage you from filing further bugs in future though. The more the merrier.

(As for the autoloc, that I'm going to have a look at, and try to pin down.)

#### #3 - 03/04/2020 05:36 PM - Technicalfool

With regards the autoloc, that should read "Debug", and is present and correct here on Linux and Windows for v1.9.1. If you downloaded via Steam or GOG, have you tried verifying your install, or do you have any mods that may be interfering?

If it's a store install, does creating a new game install work, or have you played with the language patches at all? Note you can copy your savegames out of the saves folder before doing anything potentially destructive.

#### #4 - 03/04/2020 08:14 PM - m\_creech

Technicalfool-

Thanks for the update, good to hear it's queued.

Re: Autoloc- I'm running Windows 10 v1903, game is from Steam, no mods. I verified the download (always do) and if memory serves there were 9 files that failed and "will be reacquired" in steamspeak. I presume that means those files were reacquired when I ran the verification(?). This autoloc is not new to this version, has been present for me since 1.7, I think. Any other thoughts you have I'm open to, but I'm not very upset about it. Just a little puzzle.

-Thsnks again

**#5 - 03/04/2020 09:21 PM - m\_creech**

Brief question- Is this terrain issue something which was fixed previously and has recurred, or something which was only mostly fixed? I could've sworn I had read in some version's release notes that Minmus had gotten a facelift, and hadn't seen a tear anywhere for some time.

**#7 - 03/05/2020 09:33 PM - Technicalfool**

I've pinned down the Autoloc problem. That string isn't included in the base-game dictionary, and for some reason is stored in the dictionary for the Breaking Ground DLC. If you have the DLCs, there's no problem. If you don't, then that autoloc appears. I've filed an internal report.

As for terrain seams, they've been a thing for a long while. Unfortunately, the cardinal-point seams at 0,90,180,270 degrees (and one going around the equator at 0 lat) are annoyingly persistent.

That said, if you do find any major seams in other locations, then please do report their location, along with the terrain detail level you were set at. KSP planets might be greatly reduced in size from real planets, but Kerbin is still around the size of Texas, and that's a lot of ground to cover for a QA team of finite size.

**#8 - 03/08/2020 04:33 AM - m\_creech**

Technicalfool,

I appreciate the info & glad the little bug's getting squashed. Just want to add that I did search the bug reports before posting, but didn't see any relatively recent that applied. If nothing else, hope this post fills that gap. Thanks for the good work you're doing.

**Files**

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lat 0 lon 90E.png	651 KB	03/04/2020	m_creech
south pole.png	525 KB	03/04/2020	m_creech