

Kerbal Space Program - Bug #2507

Unlitable surfaces

05/27/2014 01:41 PM - cartman

Status:	Closed	Start date:	05/27/2014
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Camera		
Target version:			
Version:	0.23.5	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

Hi,

There are surfaces (at least on the Mun) which are unlitable. See screenshot where the rover is on the border of litable surface with unlitable. One side is dark. The other is normally lit.

History

#1 - 05/28/2014 06:58 AM - Kasuha

I can confirm such surfaces are practically on all bodies. I have personally met them on Minmus, Mun, Duna, Moho, Tylo, and Bop. They make nighttime roving extremely uncomfortable.

Even worse thing is that these surfaces have often other effects, such as pulling the rover in strange directions (such as uphill).

#2 - 05/28/2014 12:06 PM - TruePikachu

If someone can try to make a sort of map of the polygons which are affected, a pattern might be able to be deduced.

Anyone happen to have a link to the description of how planet surfaces are rendered?

EDIT: Possible link to [#2508](#), both from same author relating to lighting issues.

#3 - 05/29/2014 07:31 AM - Kasuha

I did not ever try to map them but from my experience they're very irregular. For instance, surface where Minmus flat smoothly transits to a steep slope was unlitable. No visible edges there. Or sharply cut polygon near Duna pole (not sure if north or south but I can find it easily if needed; image here: <http://i.imgur.com/9y5b6Tl.png>, the rover has four lights shining on the surface, yet nothing can be seen on it).

To me it seems like they are "filler" polygons between larger scale structures.

#4 - 05/29/2014 07:35 AM - Kasuha

And I am pretty sure this is completely different issue from [#2508](#).

#5 - 07/17/2016 09:26 AM - TriggerAu

- Status changed from New to Needs Clarification

#6 - 08/09/2016 10:56 AM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention

Files

2014-05-27_00007.jpg

158 KB

05/27/2014

cartman