Kerbal Space Program - Bug #25692

Comet tails rotate to follow craft orientation

07/02/2020 10:19 PM - jimmymcgoochie

Status:	New		**Start date:**	07/02/2020
Severity:	Low		**% Done:**	0%
Assignee:				
Category:	Visual FX			
Target version:				
Version:	1.10.0		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:	Breaking Ground, Core Game, Making History			

Description

If a craft is attached (via grabber) to a comet and the comet breaks up e.g. in atmosphere, the cometary tail will persist and its position will move depending on the orientation of the craft that was previously connected to the comet. Nearby comet fragments will eventually start producing tails of their own and the dust effects can turn the entire sky white if the main comet is large and shatters into many pieces. This appears to be caused by the original comet breaking up but none of the pieces being attached to the craft that was grappled to it.

Steps to reproduce:
Find a comet.
Grab onto the comet with a probe/ship.
Drop the comet into atmosphere (using orbit and gravity cheats especially for a 300 kiloton behemoth!)
Wait for comet to break up.
Once comet breaks up, rotate the probe/ship and the tail will move to match its position even when landed.