

Kerbal Space Program - Bug #27109

Eve Craters biome show as impact ejecta on kerbnet access

01/21/2021 03:36 PM - jukkamuhonen@hotmail.com

Status:	New	Start date:	01/21/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	KerbNet		
Target version:			
Version:	1.11.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

I got couple missions where i have to use arm to scan, i decided best place to get them both is Craters biome on eve. Mission says you can find these both on that biome.

But when using kerbnet access there is no Crater biome on Eve. I used google to find biome location and found that there is bug in game where crater biome shows and reads as an Impact Ejecta due them sharing same color code.

History

#1 - 01/22/2021 01:28 AM - jukkamuhonen@hotmail.com

But i did find both of those scannable objects on invidual northern "Impact Ejecta", which should be Crater biome when i googled it. Real Impact Ejecta's didn't have those objects, according to given mission.

#2 - 01/22/2021 01:30 AM - jukkamuhonen@hotmail.com

- File 20210122011917_1.jpg added

Files

20210122011917_1.jpg	349 KB	01/22/2021	jukkamuhonen@hotmail.com
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