

Kerbal Space Program - Feedback #3490

Gilly's orientation in map view and physics view don't match.

11/11/2014 01:24 AM - aureus

Status:	Needs Clarification		
Severity:	Low		
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.25	Language:	English (US)
Platform:	OSX	Mod Related:	No
Expansion:			
Description			
These two screenshots were taken at roughly the same time. The lander in both screenshots is at the same location on the surface of Gilly.			
One from the physics view: gilly-physics-view.png			
And one from the map view: gilly-map-view.png			
Related issues:			
Related to Kerbal Space Program - Feedback #3568: Ship Vanished in Orbit Arou...		Needs Clarification 05/2014	

History

#1 - 11/26/2014 01:23 PM - Squelch

- *Tracker changed from Bug to Feedback*
- *Category changed from 35 to Gameplay*

The irregular shape of Gilly and how the map treats reference bodies as spherical is the probable cause of this. the conic is always present, but not usually seen below the surface. Negative altitudes are not possible.

I have marked this issue as feedback, and referenced it to other issues around Gilly that may have the same origin - Gilly being small and irregular leading to graphical, and misleading information as the cause of lost vessels.

#2 - 07/17/2016 09:26 AM - TriggerAu

- *Status changed from New to Needs Clarification*