

## Kerbal Space Program - Bug #3842

### Some planetary bodies are rendered in the tracking station/map view even when it seems like they should be too far away to be rendered

12/16/2014 12:49 AM - dejafous

|                        |                 |                     |              |
|------------------------|-----------------|---------------------|--------------|
| <b>Status:</b>         | Closed          | <b>Start date:</b>  | 12/16/2014   |
| <b>Severity:</b>       | Low             | <b>% Done:</b>      | 100%         |
| <b>Assignee:</b>       |                 |                     |              |
| <b>Category:</b>       | Controls and UI |                     |              |
| <b>Target version:</b> |                 |                     |              |
| <b>Version:</b>        | 0.90            | <b>Language:</b>    | English (US) |
| <b>Platform:</b>       | Win32           | <b>Mod Related:</b> | No           |
| <b>Expansion:</b>      |                 |                     |              |

#### Description

Win7 KSPx32

To repro:

- 1) new career game
- 2) enter tracking station view
- 3) potentially move POV around a bit

If I recall correctly in previous versions planetary body markers were not rendered when a certain distance from the camera. There appears to have been a regression here, see the screenshot for exactly what I mean.

#### History

##### #1 - 07/27/2015 05:56 PM - Squelch

- Platform Win32 added
- Platform deleted (Windows)

##### #2 - 07/17/2016 09:31 AM - TriggerAu

- Status changed from New to Needs Clarification

##### #3 - 08/09/2016 11:30 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

|                      |        |            |          |
|----------------------|--------|------------|----------|
| 2014-12-15_00003.jpg | 122 KB | 12/16/2014 | dejafous |
|----------------------|--------|------------|----------|