

# Kerbal Space Program - Bug #5139

## Moho Biome Glitches

06/15/2015 09:48 PM - jonatkins

<b>Status:</b>	Closed	<b>Start date:</b>	06/15/2015
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Buildings		
<b>Target version:</b>			
<b>Version:</b>	1.0.2	<b>Language:</b>	English (US)
<b>Platform:</b>	Any	<b>Mod Related:</b>	No
<b>Expansion:</b>			

### Description

Moho biomes have a few glitches. One's found so far:

- around the south pole there's some "northern sinkhole ridge"
- there's some out of place "highlands" at the edge of most lowland/midland areas

### History

#### #1 - 06/21/2015 11:55 AM - TriggerAu

As the biome is determined by pixel color these can occur with interpolation between two different pixels when mapped to the world coordinates. I have seen one of these just west of the KSC as well.

Do you by any chance have the lat/lon of the locations (can get these via the debug tools) - maybe the biome map can be tweaked

#### #2 - 07/17/2016 09:29 AM - TriggerAu

- Status changed from New to Needs Clarification

#### #3 - 08/10/2016 08:14 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