

Kerbal Space Program - Bug #5148

VABSouthComplex KSC biome appears and disappears

06/19/2015 11:28 PM - amorymeltzer

Status:	Closed	Start date:	06/19/2015
Severity:	Low	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.0.2	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

There is a VABSouthComplex biome that, unlike all other biomes, is temporary. It only appears in the level 2 VAB (the small, hanger-like areas south of the main building), but it disappears for the level 3 VAB.

History

#1 - 07/17/2016 09:29 AM - TriggerAu

- Status changed from New to Needs Clarification

#2 - 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

Files

screenshot4.png	961 KB	06/19/2015	amorymeltzer
screenshot5.png	1.16 MB	06/19/2015	amorymeltzer
screenshot2.png	1.23 MB	06/19/2015	amorymeltzer
screenshot3.png	1.2 MB	06/19/2015	amorymeltzer