

Kerbal Space Program - Bug #6482

The Mun Disappears

12/31/2015 05:00 PM - RoushAdamH

Status:	Needs Clarification	Start date:	12/31/2015
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Buildings		
Target version:			
Version:	1.0.5	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			

Description

I've got a bit of a problem here, where the Mun (and Minmus as well) seem to disappear at certain altitudes. If I descend slowly, it will fade to stars, then disappear entirely until I'm very close to ground level, necessitating using an autopilot to land.

I'm on KSP 1.0.5 for Linux (Ubuntu), and non-steam.

Anything else I can tell you to help? Please help me bring back the Mun! I played the game a while back, a year or two ago now, and one of my favorite things to do was zoom by terrain at low altitude. I just re-downloaded the game a few days ago, and this problem showed up.

Thanks!

History

#1 - 07/17/2016 09:43 AM - TriggerAu

- Status changed from New to Needs Clarification

Files

Still no Mun!.png	2.34 MB	12/31/2015	RoushAdamH
Edge of the Mun.png	2.46 MB	12/31/2015	RoushAdamH
Mun Missing!.png	2.39 MB	12/31/2015	RoushAdamH
Player.log	527 KB	12/31/2015	RoushAdamH