

Kerbal Space Program - Bug #7401

Bop surface is in map view drawn considerably lower than where it really is

03/17/2016 10:41 PM - Kasuha

Status:	Closed	Start date:	03/17/2016
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Buildings		
Target version:	1.4.5		
Version:	1.0.5	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

This is similar situation as with Gilly (see [#1735](#)): also on Bop, surface is in map view drawn considerably lower than where it really is - landed ships appear to levitate in map view, and orbits that appear to be safely above terrain may be in reality intersecting it. The difference can be seen in correct direction of camera view in maximum zoom out in normal view, where the surface starts blending with map view. See attached screenshots and quicksave with the situation.

History

#1 - 07/17/2016 09:44 AM - TriggerAu

- Status changed from New to Needs Clarification

#2 - 07/29/2016 12:04 AM - bewing

- File landed_on_bop.png added

- Status changed from Needs Clarification to Updated

- % Done changed from 0 to 10

Still happening on 1.1.3.

#5 - 05/23/2018 04:36 AM - bewing

- Status changed from Updated to Investigating

- % Done changed from 10 to 20

- Expansion Core Game added

#6 - 07/26/2018 09:39 PM - joshua.collins

- Status changed from Investigating to Ready to Test

- Target version set to 1.4.5

- % Done changed from 20 to 80

#7 - 07/24/2019 11:52 PM - chris.fulton

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

#8 - 07/24/2019 11:52 PM - chris.fulton

- Status changed from Resolved to Closed

Files

quicksave.sfs	233 KB	03/17/2016	Kasuha
screenshot154.png	776 KB	03/17/2016	Kasuha
screenshot153.png	965 KB	03/17/2016	Kasuha
landed_on_bop.png	666 KB	07/29/2016	beving