

Kerbal Space Program - Bug #7418

There is a large crack in terrain on Minmus South pole

03/19/2016 07:58 AM - Kasuha

Status:	Updated	Start date:	03/19/2016
Severity:	Low	% Done:	10%
Assignee:			
Category:	Buildings		
Target version:			
Version:	1.0.5	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Similar issue to [#7410](#) - terrain polygons do not end at the same point at exact South pole of Minmus. It is possible to enter the crack and hover below the upper terrain polygon as long as the ship does not touch invisible surface below it. The Kerbal exploded immediately when trying to enter the smaller side of the crack. All terrain polygons function as surface, i.e. it is possible to stand on them.

See attached screenshot and quicksave with the situation.

Related issues:

Has duplicate Kerbal Space Program - Bug #13190: Minmus Near South Pole - gap... **Duplicate** **11/05/2016**

History

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

- Status changed from New to Needs Clarification

#2 - 08/09/2016 03:07 PM - bewing

- File screenshot0.png added

- Status changed from Needs Clarification to Updated

- % Done changed from 0 to 10

Still exists in 1.1.3.

#5 - 10/15/2016 04:57 PM - Kasuha

Still exists in 1.2

#6 - 02/04/2017 03:05 AM - bewing

- Has duplicate Bug #13190: Minmus Near South Pole - gap in minmus surface that leads into the moon/space/explosions added

Files

screenshot14.png	1.08 MB	03/19/2016	Kasuha
quicksave.sfs	215 KB	03/19/2016	Kasuha
screenshot0.png	1.39 MB	08/09/2016	beving