

Kerbal Space Program - Bug #772

Confirmed Terrain Modeling Bug on Minmus, High Terrain Detail

06/09/2013 08:12 PM - Cesrate

Status:	Confirmed	Start date:	06/09/2013
Severity:	Low	% Done:	10%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.20.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

<http://forum.kerbalspaceprogram.com/showthread.php/35040-It-s-full-of-stars%21-And-death-But-mostly-death>

History

#1 - 08/13/2013 07:54 PM - truffid_hunter

I drove a rover into a truly massive one of these, stretched for kilometers across minmus, would have taken aaages to drive around it :/

#2 - 03/29/2014 10:43 AM - Basilicofresco

- File screenshot89.png added

- Status changed from New to Confirmed

- % Done changed from 0 to 10

I found a very long "fault" on Minmus at 17Å°20'36"N 45Å°0'0"E. It appears to be at least 20 km long. I had to jump in order to pass it. SM3 Terrain Shaders enabled, terrain scatters disabled, full res texture, render quality simple, terrain detail default, version 0.23.0.395 for Windows.

#3 - 07/27/2015 06:04 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

#4 - 07/17/2016 09:33 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

#5 - 07/17/2016 08:08 PM - Claw

- Status changed from Needs Clarification to Confirmed

- % Done changed from 0 to 10

- Platform Windows added

- Platform deleted (Win32)

Still there in 1.1.X. There's also one on Gilly.

#6 - 07/17/2016 08:13 PM - Claw

- File Minmus Rift.sfs added

Files

screenshot89.png	2.3 MB	03/29/2014	Basilicofresco
Minmus Rift.sfs	177 KB	07/17/2016	Claw