

Kerbal Space Program - Bug #9227

Terrain vanishes if the camera is deeper than 1000 m in the water

04/18/2016 04:15 AM - Althego

Status:	Closed	Start date:	04/18/2016
Severity:	Low	% Done:	100%
Assignee:			
Category:	Camera		
Target version:	1.2.0		
Version:	1.0.5	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			
Description			
<p>All terrain rendering vanishes and only the water tint remains, true for both outside and cockpit view. It is not caused by the vessel being deeper than 1000 m under water, but by the camera/viewpoint. Can get back the terrain if the camera is zoomed out enough that it is again above 1000 m depth, but this makes hard to navigate. Checked this in the first version of 1.1 too, and it was still there, but I do not have access to the steam prerelease. Tested in 1.0.5.1028, windows 10 64 bit (32 bit executable).</p> <p>Screenshot: http://www.warpology.com/k/void.png Craft: http://www.warpology.com/k/Deep.craft Savefile: http://www.warpology.com/k/deep.sfs Log: http://www.warpology.com/k/output_log_2.txt Dxdiag: http://www.warpology.com/k/DxDiag.txt</p>			

History

#1 - 04/19/2016 09:10 PM - Althego

Still there in 1.1 release version (windows), even on an integrated intel video (i7-3517U).

(Test craft destroyed upon water impact because of slightly higher speed, but could get it under water with hack gravity.)

#2 - 07/17/2016 09:45 AM - TriggerAu

- Status changed from New to Needs Clarification

#3 - 09/14/2016 08:27 AM - Althego

I am not sure how to clarify it more. Take any craft that does not float. Go into the water somehow where it is deeper than 1000 m. Like the coordinates in the linked savefile. The camera follows the ship, and as the view gets deeper than -1000 m from sea level, all terrain rendering disappears, which makes it almost impossible to use submarines below this depth. Looks like this is still happening in 1.2 pre-release too, but some tiny part is rendered, i think it is KSC viewed from underwater.

#4 - 09/14/2016 08:29 AM - Althego

- Status changed from Needs Clarification to Updated

- % Done changed from 0 to 10

#6 - 10/14/2016 01:43 AM - Squelch

- Status changed from Updated to Ready to Test

- Target version set to 1.2.0

- % Done changed from 10 to 80

Terrain will render correctly in the deeps now.

This should be fixed for KSP 1.2

#7 - 11/06/2016 07:48 PM - JPLRepo

- Status changed from Ready to Test to Closed

- % Done changed from 80 to 100

Closing. Issue was resolved in KSP 1.2.0.