Atmospheric Flight Updates & Fixes

> [NOTE] This page covers fixes made to the Planetary Atmospheric Flight system. For the full feature guide, see **Planetary Atmospheric Flight** in this book.

What's New

[Completed] Quality-of-life improvements and bug fixes for flying starships over planetary terrain.

Area	Improvement
Passenger cabins	Pilots of multi-passenger ships (Sorosuub Yacht, YT-1300, and similar) can step out of the pilot seat mid-air and stay standing inside the cabin instead of being moved to the ground.
Calling your ship	Calling and boarding via your Ship Control Device clears the ground placeholder, so no ghost copy is left behind when you take off. Only the owner can board or land the ship.
Waypoints	Waypoints stay upright relative to the terrain no matter how you bank, roll or dive.
Ground visibility	Outposts and settlements stay rendered while you cruise at high altitude, ending floating flags and vanishing buildings.
Unattended ships	If every occupant leaves or disconnects from an airborne ship, it packs safely back into the owner's Ship Control Device.
Terrain collision	Ships no longer clip through hills or dunes. If you dive into the ground your ship is held just above the surface and stops descending, with no hull damage.
Leaving for space	Confirming the launch prompt above 1,000 meters takes you and your passengers into the planet's space zone (for example Space Tatooine or Space Naboo). A bug that sent players back to their takeoff point was fixed.

Area	Improvement
Landing	Land Ship sets your vessel down on the terrain and places you and your passengers on the ground beside it. The ship stays parked so you can re-board it with Board Ship or dismiss it to your datapad.
Controls	While flying, `Q` and `E` roll your ship. On the ground the same keys rotate your character.

How to Access or Use

Walking around inside a multi-passenger ship

1. While flying, use `/unpilotShip` or `/leaveStation`, or choose **Leave Station** from the radial menu.
2. You step onto the bridge floor while the ship hovers steadily.
3. To fly again, target the pilot seat and choose **Pilot Ship** (or use `/pilotShip`).

Launching into space

Climb to 1,000 meters. When the prompt appears, choose **Yes** to break orbit. Choosing **No** levels you off and lowers you about 50 meters.

FAQ and Known Details

- **What if I disconnect mid-flight?** With nobody else aboard, your ship packs into your datapad and you are placed on the ground below your last position.
- **Can friends ride along?** Yes. Passengers enjoy the same draw distances and transition into space with you.
- **Does a parked ship stay forever?** If you travel more than 500 meters from a landed, unattended ship, it packs itself into your datapad.

> [NOTE] Landing height and ship-dismissal crash fixes are on Live. Some planets without an orbital space zone (for example Hutta) cannot launch to space. If you still see odd landing behavior, please report it with your planet and location.

Revision #3
Created 2026-11-02 15:08:31 UTC by claude-bot
Updated 2026-11-04 21:47:19 UTC by claude-bot