

Kerbal Space Program - Feedback #10494

Outside appearance not affected by time of day in VAB/Hangar view

08/17/2016 09:23 PM - countextreme

Status:	Moot		
Severity:	Unworthy		
Assignee:			
Category:	Camera		
Target version:			
Version:	1.1.3	Language:	English (US)
Platform:	Linux, OSX, Windows	Mod Related:	No
Expansion:			

Description

If it's nighttime out and you look outside at the launchpad or runway while designing your ship, it will appear to be bright as day until you launch your craft.

History

#1 - 08/31/2016 01:09 PM - Ruedii

- *Tracker changed from Bug to Feedback*
- *Subject changed from Launchpad/runway view not affected by time of day in VAB/Hangar to Outside appearance not affected by time of day in VAB/Hangar view*
- *Status changed from New to Moot*
- *Severity changed from Very Low to Unworthy*
- *% Done changed from 0 to 100*
- *Platform Linux, OSX added*

I can verify this.

This is not a bug; this is a known limitation.

The VAB/SPH view is the same no matter the time of day.

I switched it to feedback, and changed it to Moot for now.

It may be a duplicate, if someone finds the duplicate bug they should be free to mark it.

Furthermore, if someone knows if this is the standard behavior on PS4 and XBoxOne, feel free to add them to the Platform list.