

Kerbal Space Program - Bug #1096

Top 2/3rds of the VAB don't light up vessel.

07/24/2013 05:36 PM - hoojiwana

Status:	Closed	Start date:	07/24/2013
Severity:	Petty	% Done:	100%
Assignee:	bac9		
Category:	Camera		
Target version:	0.21.1		
Version:	0.21	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

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The lighting on the top 2/3rds of the vessel in the VAB is inconsistent with the bottom 1/3rd. This occurs with both a very tall vessel, and a smaller vessel moved up.

Replication:

Move placed parts higher up inside the VAB.

Pastebin of KSP_output:

<http://pastebin.com/3g2MUjZk>

Pastebin of DxDiag:

<http://pastebin.com/vBX6vra7>

Misc:

See attached screenshot for example.

History

#1 - 07/24/2013 05:43 PM - bac9

- Status changed from New to Investigating

- % Done changed from 0 to 20

It's not a directional light and should not illuminate the vessel uniformly up to the ceiling, but the spotlight indeed might be set too low or is converging too quick. Will investigate.

#2 - 07/24/2013 05:52 PM - Ted

- Assignee set to bac9

#3 - 07/25/2013 02:47 PM - bac9

- Status changed from Investigating to Ready to Test

- Target version set to 0.21

- % Done changed from 20 to 80

Changes done, should be better now, light was indeed a bit low and with a very narrow 30 degree cone.

#4 - 07/25/2013 05:55 PM - Ted

- Target version changed from 0.21 to 0.21.1

#5 - 12/07/2014 11:44 AM - Ted

- Status changed from Ready to Test to Closed

- % Done changed from 80 to 100

Files

