

## Kerbal Space Program - Bug #13399

### "Part Highlighter Brightness Factor" setting has no effect

12/09/2016 02:48 PM - AlfromKerbal

<b>Status:</b>	Closed	<b>Start date:</b>	12/09/2016
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>	TriggerAu		
<b>Category:</b>	Camera		
<b>Target version:</b>			
<b>Version:</b>	1.2.2	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux, Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

No matter what i set, parts have same brightness when hovering mouse on parts setting "Part Highlighter Brightness Factor" to 1% or 100% (inflight and VAB/SPH).

I see it as Bug, but do i oversee dependencies for that function?

#### History

##### #1 - 12/12/2016 08:32 AM - JPLRepo

- Status changed from New to Confirmed
- % Done changed from 0 to 10
- Platform Windows added

Confirmed.

Appears to not be applying the highlight setting from the main settings menu.

Or when you load a save/restart KSP.

If you load your save and then go into the mini-settings menu (via the pause menu) and change it, it is applying the percentage correctly.

##### #3 - 12/12/2016 10:52 AM - TriggerAu

- Status changed from Confirmed to Being Worked On
- Assignee set to TriggerAu
- % Done changed from 10 to 30

##### #4 - 12/12/2016 11:16 AM - TriggerAu

Found where this is going wrong and the fix is committed.

In the meantime I've knocked up this bugfix you can use:

[https://github.com/TriggerAu/KSPBugFixes/releases/tag/1.2.2\\_HighlighterBrightnessFactor\\_1](https://github.com/TriggerAu/KSPBugFixes/releases/tag/1.2.2_HighlighterBrightnessFactor_1)

##### #5 - 02/01/2017 05:30 AM - LatiMacciato

###### just giving feedback

I copy/pasted your dll in ./GameData/TriggerTech/ and it works flawless in Linux 64bit, ty for that! :)

##### #6 - 03/21/2018 10:39 AM - TriggerAu

- Status changed from Being Worked On to Closed
- % Done changed from 30 to 100