Kerbal Space Program - Bug #13399

"Part Highlighter Brightness Factor" setting has no effect

12/09/2016 02:48 PM - AlffromKerbal

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

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

#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