

Kerbal Space Program - Bug #13490

Service bays not always see-through in editor

12/25/2016 08:18 PM - akardam

Status:	Confirmed	Start date:	12/25/2016
Severity:	Low	% Done:	10%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.2.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

It would appear (no pun intended) that a service bay is only see-through when placed into a VAB editor session if it is the first placed part

Steps to reproduce: Place a 1.25m service bay as the first (root) part on a new vessel. Then place another 1.25m service bay underneath it. Observe that the first service bay is see-through when mouse is close or over it. Observe that the second service bay is not. (See attached screenshot)

Workaround: Saving the craft and re-loading/re-opening it appears to solve the issue for any already-placed service bay. Additional service bays added do not appear to be see-through until a reload is performed.

This issue does not appear to be present in 1.1.3

Unmodded install, buildID64 016222016.12.06

History

#2 - 07/03/2019 11:20 PM - Robert.Keech

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Still occurs, build 1.7.3.2579

Files

ksp_v1.2.2_x64_servicebays_editor.png	1.06 MB	12/25/2016	akardam
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