Kerbal Space Program - Feedback #13555

Make the additive lighting translucent specular shader available in PartTools

01/08/2017 05:44 AM - Enceos

Status:	New			
Severity:	Normal			
Assignee:				
Category:	Application			
Target version:				
Version:	Not Applicable	**Language:**	English (US)	
Platform:	Linux, OSX, PS4, Windows, XBoxOne	**Mod Related:**	No	
Expansion:				

Description

The alpha shaders we modders have at our disposal don't have additive lighting in them. Current translucent shaders cancel out each other when being looked through. The kind of translucent shader we want is present in the game and is used in Kerbals' helmet visor. Would be nice to have it in PartTools.

KGKBXQw.png