

Kerbal Space Program - Bug #17199

Fairings disappear when changing antialiasing settings in flight.

02/01/2018 08:56 PM - KerbalEssences

Status:	New	Start date:	02/01/2018
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Camera		
Target version:			
Version:	1.3.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Hey guys, this one is fairly old but since it is still ingame I thought to post it here. I did a quick search but I'm not sure if it has ever been suggested.

Having fairings on a rocket for example they disappear (but are still there) when changing the antialiasing setting in the options menu. That's it, nothing game breaking but can be annoying for video makers who switch around anti alias frequently. There is a Scatterer glitch that shows an ugly line at the horizon with enabled AA so I turn it off during atmospheric flight

Interesting side note: As the fairings disappear one can see the parts hidden behind them still experience mach and reentry effects. Is that intended? Seems like a glitch to me which could save a lot of performance if the payload has a lot of parts which is generally the case for me (qubic struts all over the place).

Windows 10 64 Bit (both KSP and OS)

Latest Nvidia Driver

Tried modded, unmodded, Normal DirectX and DirectX 11. All the same.

Files

fairingbug_AA.jpg

67.3 KB

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