

## Kerbal Space Program - Bug #18509

### Non-placed parts make placed parts behind them see through

04/11/2018 04:31 PM - Numerlor

<b>Status:</b>	New	<b>Start date:</b>	04/11/2018
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Camera		
<b>Target version:</b>			
<b>Version:</b>	1.4.2	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

Parts that have yet to be attached in VAH/SPH make parts behind them invisible. It seems like it always makes fuel tanks see through and other parts at certain angles

#### Files

File Name	Size	Date	Author
20180411182414_1.jpg	539 KB	04/11/2018	Numerlor
20180411182411_1.jpg	537 KB	04/11/2018	Numerlor
20180411182423_1.jpg	427 KB	04/11/2018	Numerlor
20180411182436_1.jpg	490 KB	04/11/2018	Numerlor
20180411182429_1.jpg	431 KB	04/11/2018	Numerlor