

## Kerbal Space Program - Feedback #3422

### Unsure if a bug or not, assembled parts rendered fully invisible by floating parts in VAB

11/03/2014 03:56 PM - Riddla

<b>Status:</b>	Needs Clarification		
<b>Severity:</b>	High		
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>			
<b>Version:</b>	1.9.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Any, Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

#### Description

Here's an example video: <https://www.youtube.com/watch?v=2DDV-R8SqdQ>

Any craft obscured in whole or in part by a non-attached part will render everything underneath invisible, while still displaying the VAB wall on the other side. It's kind of disconcerting. I'm not sure if it's a bug or an intended visual effect but it makes placing parts in the correct place a bit difficult. This is especially true when, for example, trying to place SRB's on radial decouplers, as the decouplers are invisible underneath the see-through ghost of the SRB's, meaning you often have to place parts several times to get the correct alignment.

#### History

##### #1 - 12/03/2014 01:13 PM - gateFriday

- File FL-T800.png added
- File Kerbodyne1.png added
- File Kerbodyne2.png added
- File Orange Rockomax.png added
- File SRB.png added

Adding additional information regarding this bug, see my post at reddit:

[http://www.reddit.com/r/KerbalSpaceProgram/comments/2o6694/my\\_biggest\\_gripe\\_with\\_ksp\\_have\\_persisted\\_through/](http://www.reddit.com/r/KerbalSpaceProgram/comments/2o6694/my_biggest_gripe_with_ksp_have_persisted_through/)

...and the attached images.

##### #2 - 02/28/2016 10:10 AM - AnatoleH1

- File bug\_transparency.png added
- File bug\_transparency\_2.png added
- Status changed from New to Confirmed
- % Done changed from 0 to 10

Hello,

This bug is still present in version 1.0.5. I added some screenshots of it in the SPH.

##### #3 - 07/17/2016 09:43 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification
- % Done changed from 10 to 0

##### #4 - 03/02/2020 02:46 PM - boolybooly

- File 20200301213911\_1.jpg added
- Severity changed from Low to High

This is still an issue 5 years later and I think the priority should be bumped up.

If you look at the screenshot I supplied from 1.9.1 the VAB can be seen through the transparent part which is about to place, but the already placed part behind it is completely invisible where it is occluded by the transparent part.

This is wrong and the placed parts should be visible through the transparent parts ready to place so the player knows where to place the transparent parts.

**#5 - 03/02/2020 02:48 PM - boolybooly**

- Version changed from 0.25 to 1.9.1

**#6 - 03/02/2020 02:49 PM - boolybooly**

- Platform Windows added

- Expansion Breaking Ground, Core Game, Making History added

**Files**

---

Kerbodyne1.png	1.11 MB	12/03/2014	gateFriday
FL-T800.png	1.32 MB	12/03/2014	gateFriday
Kerbodyne2.png	1 MB	12/03/2014	gateFriday
Orange Rockomax.png	1.14 MB	12/03/2014	gateFriday
SRB.png	1.38 MB	12/03/2014	gateFriday
bug_transparency_2.png	216 KB	02/28/2016	AnatoleH1
bug_transparency.png	1.49 MB	02/28/2016	AnatoleH1
20200301213911_1.jpg	416 KB	03/02/2020	boolybooly