

Kerbal Space Program - Feedback #3649

Transparency issues when building in the VAB/SPH

12/03/2014 12:13 PM - gateFriday

Status:	Duplicate		
Severity:	Normal		
Assignee:			
Category:	Parts		
Target version:			
Version:	1.9.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

This is one, in my opinion, visual bug which have persisted for many version updates and no one seems to mention it because it has become "part of everyday KSP". I'm talking about the transparency issues in the VAB/SPH. I'll show you a few screenshots of what I mean.

Here is a screenshot of a FL-T800 fuel tank about to be placed [**FL-T800.png**]. As you can see the tank itself is transparent to make it easy to place on the underlying surface. Easy, nothing strange here.

Here is a screenshot of the big orange tank about to be placed [**Orange Rockomax.png**]. Huh? What a minute, doesn't something seem off here? Why can I not see the tanks and crewpod behind the transparent tank? Why is the big engine the only thing that is visible?

Here is a screenshot of a SRB about to be placed [**SRB.png**]. Okay, now everything including the engine is not visible. What gives?

This transparency problem makes it especially difficult to place anything on top of decouplers [**Kerbodyne1.png**] since the decouplers (and more) disappear [**Kerbodyne2.png**].

Sorry about the formatting, here is a link to my original post on reddit which is easier to understand:

http://www.reddit.com/r/KerbalSpaceProgram/comments/2o6694/my_biggest_gripe_with_ksp_have_persisted_through/

History

#1 - 12/03/2014 01:04 PM - Squelch

- Tracker changed from Bug to Feedback
- Status changed from New to Duplicate
- % Done changed from 0 to 100

This has recently been reported, and has also been forwarded to the developers. Please add any information you think may be of use to [#3422](#).

Thank you.

#2 - 03/02/2020 02:43 PM - boolybooly

- File 20200301213911_1.jpg added
- Severity changed from Low to Critical
- Version changed from 0.25 to 1.9.1

#3 - 03/02/2020 02:45 PM - boolybooly

- Severity changed from Critical to Normal

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
20200301213911_1.jpg	416 KB	03/02/2020	boolybooly