

# Kerbal Space Program - Bug #489

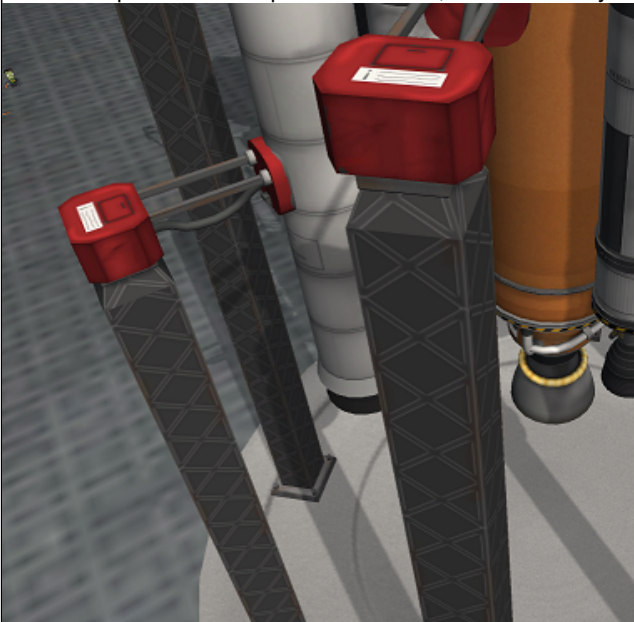
## Launch stability enhancers displaying bug

03/23/2013 12:11 PM - MrP4p3r

<b>Status:</b>	Not a Bug	<b>Start date:</b>	03/23/2013
<b>Severity:</b>	Very Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Camera		
<b>Target version:</b>			
<b>Version:</b>	0.19.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

### Description

If fallback part shaders option is enabled, launch stability enhancers look like this:



Video settings:



### History

#1 - 03/23/2013 08:07 PM - sal\_vager

- Status changed from New to Not a Bug

- % Done changed from 0 to 100

This is what happens with fallback shaders, sorry, those shaders do not handle transparencies.

<b>Files</b>				
scr1.png	245 KB	03/23/2013		MrP4p3r
scr2.png	139 KB	03/23/2013		MrP4p3r