

## Kerbal Space Program - Bug #697

### fxOffset does not offset fx anymore

05/24/2013 11:08 AM - Taverius

<b>Status:</b>	Closed	<b>Start date:</b>	05/24/2013
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	C7		
<b>Category:</b>	Camera		
<b>Target version:</b>	0.20.1		
<b>Version:</b>	0.20	<b>Language:</b>	English (US)
<b>Platform:</b>	Any	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

As of 0.20 fx\_exhaustLight\_\* effects cannot be offset from the thrust transform position, as the positions in the fx definition still doesn't move them, but the engine module's fxOffset parameter does not either.

Easiest reproduction is with a jet attached to the side of a fuselage. The light cast by the effect can easily be seen, and changes in its position (or lack thereof) verified.

#### History

##### #1 - 05/24/2013 11:46 AM - Taverius

Further investigation reveals fxOffset is, in fact, totally non-functional in 0.20.

##### #2 - 05/24/2013 11:52 AM - Ted

- Subject changed from fxOffset does not affect fx\_exhaustLight\_\* effects to fxOffset does not offset fx anymore

Updated title at the request of OP.

##### #3 - 05/24/2013 12:08 PM - C7

- Assignee set to C7

##### #4 - 05/24/2013 01:57 PM - C7

- Status changed from New to Ready to Test

- Target version set to 0.20.1

- % Done changed from 0 to 100

Lights were not correctly applying offsets. I've updated the offset application code in the engine module.

##### #5 - 05/24/2013 08:20 PM - Taverius

I tested it with the exhaust flame fx in 0.020 and it was also non-functional, btw :)

##### #6 - 05/31/2013 07:44 PM - Ted

Could you retest this in 0.20.2, Taverius?

##### #7 - 06/01/2013 07:38 PM - Taverius

Lights move, flames move. I never could tell if the smoke trails were broken in the first place :D

Looks good to me.

##### #8 - 02/19/2014 02:44 AM - Horus

- Status changed from Ready to Test to Not Fixed

- % Done changed from 100 to 50

Sadly, Still persists in 0.23. Tried to tweak engine flames, yet failed.

**#9 - 07/17/2016 09:24 AM - TriggerAu**

- Status changed from Not Fixed to Needs Clarification
- % Done changed from 50 to 0

**#10 - 08/07/2016 11:33 AM - TriggerAu**

- Status changed from Needs Clarification to Closed
- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention