

Kerbal Space Program - Bug #9007

Lightning issues with parts and tutorial kerbal portraits

04/15/2016 12:30 PM - M4ck

Status:	Needs Clarification	Start date:	04/15/2016
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Camera		
Target version:			
Version:	Not Applicable	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

I've just confirmed that it's not my hardware (Geforce 750 Ti), but the new version - after seeing it in pre-release I reinstalled 1.0.5 where this was not an issue.

Long story short: some lights are WAY too bright. Namely on Werhner von Kerman portrait in tutorials, parts in part list, and to a smaller extent - everything else in VAB. The portrait is much too bright, while parts look like they aren't lit by a spotlight like they used to, but show full texture brightness all over. On the other hand, some climatic pseudo-lights are not present at all.

I don't remember how it was called in the post, but one of you posted a nice article on how the new KSC buildings models were made, and mentioned a transparent layer placed on top of the regular, repeated textures, to imitate lightning without actually adding GPU load - it seems to be missing completely.

Brand new 1.1 pre-release, Windows 7 x64, Steam KSP x64 and x32 as well, version from 15.04.2016.

History

#1 - 07/17/2016 09:45 AM - TriggerAu

- Status changed from New to Needs Clarification

Files

screenshot0.png	2.24 MB	04/15/2016	M4ck
screenshot5.png	2.26 MB	04/15/2016	M4ck