Kerbal Space Program - Bug #9591

Flags make parts see-through on hover or certain angles.

04/29/2016 01:55 PM - Anonymous

Status:	Duplicate		**Start date:**	04/29/2016
Severity:	Very Low		**% Done:**	100%
Assignee:				
Category:	Camera			
Target version:				
Version:	1.1.1		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:				

Description
Any part with a flag

Related issues:		
Related to Kerbal Space Program - Bug #9329: Decal transparency and draw order	**Closed**	**04/19/2016**

History

#1 - 04/29/2016 02:59 PM - sal_vager

- Related to Bug #9329: Decal transparency and draw order added

#2 - 04/29/2016 02:59 PM - sal_vager

- Status changed from New to Duplicate

- % Done changed from 0 to 100

This is a duplicate of issue #9329 sorry.

Files

screenshot2.png	849 KB	04/29/2016	Anonymous