

Kerbal Space Program - Bug #10078

Flag rendering on some parts, issues with png layer transparency

07/01/2016 03:16 PM - Gaarst

Status:	Confirmed	Start date:	07/01/2016
Severity:	Low	% Done:	10%
Assignee:			
Category:	Buildings		
Target version:			
Version:	1.1.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

So I made a quick flag for the Asteroid Day thingy, and made it with transparent background. As it is a png, it uses transparency and some of the text and image (grey part) is semi-transparent.

Now, when using the flag in the game it works fine, except when using it on the Mk2 Cockpit and on the Boar booster (the issue might appear on some other parts, but I did not notice it).

When editing the flag after seeing this, I could replicate the look of it by tweaking opacity of the png layer. (Flag is the same, and it doesn't seem to depend on colour or curvature of the flag as it works well on a lot of other parts).
So this made me think that there might be an issue with the way that these two parts (Mk2 Cockpit and Boar) handle transparency.

I made a thread describing the issue in the forums (<http://forum.kerbalspaceprogram.com/index.php?topic/142873-flags-opacity-and-transparency-thresholds/>) and was told that the issue might be caused by different type of shaders used in the part models, one that handles transparency properly and another one that does not.

(First bug report here, so if anything is missing, please tell me and I'll be happy to add it)

History

#1 - 07/02/2016 05:11 PM - Gaarst

According to NecroBones (on the forums), there was a bug affecting a translucent shader model after 1.1, and parts were changed to a "Alpha Cutoff" shader that doesn't handle transparency. After the bug was fixed in 1.1.3, these parts seem to have been forgotten and kept the Alpha cutoff shader. (This needs to be confirmed)

#2 - 07/17/2016 11:08 AM - TriggerAu

- Status changed from New to Updated
- % Done changed from 0 to 10

Setting updated for confirmation during cleanup

#3 - 07/17/2016 01:34 PM - Gaarst

- File testflag.png added
- File screenshot1.png added
- File color_gradients_test.zip added
- Status changed from Updated to Confirmed

Bug confirmed on a clean and new install.

Tried with a test flag with different levels of transparency showing the problem very obviously. I also included a zip containing the same flag but coloured in red, green and blue showing that the same issue affects colours transparency too.

#4 - 07/17/2016 11:55 PM - TriggerAu

Thanks Gaarst

Files

Asteroid Day.png	11.2 KB	07/01/2016	Gaarst
screenshot0.png	557 KB	07/01/2016	Gaarst
testflag.png	521 Bytes	07/17/2016	Gaarst
screenshot1.png	660 KB	07/17/2016	Gaarst
color_gradients_test.zip	2.61 MB	07/17/2016	Gaarst