

Kerbal Space Program - Bug #12905

Engine glow effect originating from root and not the actual engine thrust location

10/08/2016 06:03 PM - panzer1b

Status:	Closed	Start date:	10/08/2016
Severity:	Low	% Done:	100%
Assignee:			
Category:	Parts		
Target version:	1.2.1		
Version:	Build 01576	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

As the title says, the location of the engine lighting effect originates from the wrong coordinates for select engines.

The following engines have the lighting effect broken and instead of originating near the engine itself (to light up the ground on landing ect) it originated from the root part and points sideways in the provided craft file, although the bug occurs with any vessel that has that particular engine on it.

lv-909
lvt-30/45
mk-55
lv-n
aerospike
poodle
skipper
mainsail

All the other rocket engines lack a lighting effect (it may be a good idea to add it, but that isnt the purpose of this bug report, perhaps ill add feedback later on this).

Also, for a good example of what should be the correct look, try the turboramjet or the panther with afterburner enabled. They have a glow effect when the engine is running that originates from the correct location right ontop of the engine thruster.

Not game breaking or anything, but it really looks bad when you have alot of engines and suddenly every engine's glow goes to the root part and it creates phantom lighting in the middle of the ship where there are no engines present. If fixing this proves too difficult, itd be better to have no engine glow effect at all then have said effect coming out of the wrong location on the ship...

History

#2 - 10/08/2016 08:59 PM - JPLRepo

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#4 - 10/09/2016 02:26 AM - psycho_zs

Engines from Parts Overhaul are also affected.

#5 - 10/15/2016 05:58 AM - JPLRepo

- Project changed from KSP Pre-Release to Kerbal Space Program

- Category deleted (Graphics)

#6 - 11/02/2016 06:34 AM - JPLRepo

- Category set to Parts

- Status changed from Confirmed to Ready to Test

- Target version set to 1.2.1

- % Done changed from 10 to 80

#7 - 12/02/2016 08:30 AM - JPLRepo

- Status changed from Ready to Test to Closed

- % Done changed from 80 to 100

Files

quicksave.sfs	133 KB	10/08/2016	panzer1b
occurs.png	3.47 MB	10/08/2016	panzer1b
expected.png	2.74 MB	10/08/2016	panzer1b