

Kerbal Space Program - Bug #13017

Shroud Mis-alignment on Separators & Decouplers

10/16/2016 05:17 AM - Colonel_Camel

Status:	Duplicate	Start date:	10/16/2016
Severity:	Low	% Done:	100%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.2.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

This seems to be all over the place since the update. The ships are fine at launch time, but after returning to them from a save or viewing other spacecraft, the shrouds seem to be mis-aligned.

Seems to just be a graphical bug, with no apparent impact on actual functionality.

History

#1 - 10/16/2016 07:41 PM - Lysius

Duplicate/copy of Bug [#12854](#) from the 1.2 Pre-Release bug tracker.

#2 - 10/16/2016 09:45 PM - TriggerAu

- Status changed from New to Duplicate

- % Done changed from 0 to 100

brought 12854 to public and closing this one as dupe

Files

20161016161356_1.jpg	113 KB	10/16/2016	Colonel_Camel
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