Kerbal Space Program - Bug #13054

Tiling of grass from Research and Development Facility way to high

10/20/2016 06:15 AM - Nils277

Status:	Closed	**Start date:**	10/20/2016
Severity:	Low	**% Done:**	100%
Assignee:			
Category:	Camera		
Target version:	1.2.2		
Version:	1.2.1	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:			

Description

The tiling of the grass from the fully build out *Research and Development* facility is way too high. From a certain distance it looks like a solid color. (Compare left and right on the first screenshot)

When looking from very near one sees the very small tiles of the grass.

History

#2 - 10/20/2016 10:35 PM - JPLRepo

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#4 - 11/19/2016 08:58 AM - bewing

- Status changed from Confirmed to Ready to Test

- % Done changed from 10 to 80

#5 - 12/07/2016 03:42 AM - JPLRepo

- Version changed from 1.2.0 to 1.2.2

This should be fixed in 1.2.2. Please test.

#6 - 12/07/2016 03:43 AM - JPLRepo

- Target version set to 1.2.2

- Version changed from 1.2.2 to 1.2.1

#7 - 12/14/2016 09:36 AM - Nils277

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

I can confirm that the grass is tiled correctly in 1.2.2.

#8 - 12/14/2016 10:16 AM - JPLRepo

- Status changed from Resolved to Closed

Files

screenshot51.png	1.78 MB	10/20/2016	Nils277
screenshot52.png	1.46 MB	10/20/2016	Nils277