

Kerbal Space Program - Bug #13093

Graphics issues at space center scene

10/23/2016 11:46 AM - draradech

Status:	Closed	Start date:	10/23/2016
Severity:	Low	% Done:	100%
Assignee:			
Category:	Camera		
Target version:			
Version:	1.2.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

The doors and windows of the buildings are sometimes black or very dark. Depending on viewing angle and zoom, the effect switches between buildings. I was somehow expecting something with my setup, but saw the same effect in Das Valdez' stream, so it doesn't seem to be an isolated issue.

Not present in 1.1.3

History

#1 - 10/24/2016 11:05 AM - sal_vager

Nevermind

#2 - 06/19/2019 02:32 PM - Robert.Keech

- Status changed from New to Updated

- % Done changed from 0 to 10

Issue no longer occurs

#3 - 06/19/2019 02:32 PM - Robert.Keech

- Status changed from Updated to Resolved

- % Done changed from 10 to 100

#4 - 06/19/2019 04:11 PM - chris.fulton

- Status changed from Resolved to Closed

Files

screenshot3.png	1.45 MB	10/23/2016	draradech
screenshot6.png	1.36 MB	10/23/2016	draradech
screenshot7.png	1.11 MB	10/23/2016	draradech
KSP.log	202 KB	10/23/2016	draradech