

Kerbal Space Program - Bug #16690

Short struts (used to connect wing segments) create large flickering mach/reentry effects.

11/26/2017 05:33 PM - Kasuha

Status:	New	Start date:	11/26/2017
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Camera		
Target version:			
Version:	1.3.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

When I connect wing segments together with struts to prevent them "flapping" independently under load, the plane creates large flickering "wheels" of mach/reentry effects at places where these struts are installed. These effects rapidly change size, obstruct the view and distract when flying the plane.

Example of the strut: <https://i.imgur.com/DanCEOR.jpg>

Examples of occurring effects: <https://i.imgur.com/RVc3Y8U.jpg><https://i.imgur.com/Q8TFNVj.jpg>

Example ship with struts mounted attached.

History

#1 - 11/26/2017 05:38 PM - Kasuha

Here's a link to a short video demonstrating the effect: <https://www.youtube.com/watch?v=SPPeyKfkNi8>

Files

Ground Relay Deployer.craft	147 KB	11/26/2017	Kasuha
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