

Kerbal Space Program - Bug #17833

Plasma shock effects massively oversized, and thus low quality, with heatshield

03/07/2018 05:59 AM - Nebbie

Status:	Not Fixed	Start date:	03/07/2018
Severity:	Very Low	% Done:	50%
Assignee:			
Category:	Camera		
Target version:	1.4.1		
Version:	1.4.0	Language:	English (US)
Platform:	Linux, OSX	Mod Related:	No
Expansion:	Core Game		

Description

Maybe the large size is intentional, but at that scale the effect looks rather bad because of the spacing between instances of the effect.

History

#1 - 03/08/2018 07:42 PM - GarrettMoody

- Status changed from New to Confirmed
- % Done changed from 0 to 10
- Platform OSX added

Confirmed on OSX.

#2 - 03/14/2018 10:27 PM - Squelch

- Status changed from Confirmed to Ready to Test
- Target version set to 1.4.1
- % Done changed from 10 to 80
- Expansion Core Game added

Please could you provide some system and OS specs please? Player.log includes the GPU capabilities which is important in diagnosing this problem.

Further improvements have been made since this report, so could you please retest in 1.4.1?

#3 - 03/17/2018 06:50 PM - Nebbie

- File Player.log added
- File screenshot526.png added
- File screenshot527.png added
- File screenshot531.png added
- File screenshot535.png added
- File screenshot542.png added
- File screenshot543.png added
- File screenshot549.png added
- File screenshot550.png added
- File screenshot558.png added

Oh, sorry for not noticing the request for retesting earlier. Recreated the approximate conditions of the test in 1.4.1 (same same return vehicle, returning from Mun free-return flyby; there's some extra mods installed but none of them touch aero fx. As you can see from the screenshots (which mainly show the worst angles/zoom level), same result.

The return vehicle by the way is a Mk1 Command Pod with two Mystery Goo containers on the sides, the usual parachute+drogues, barometer+thermometer, and most importantly, a science Jr. between the pod and the heatshield; I think something about the science Jr.'s geometry makes this worse, since the effects are a bit more normal on other craft.

#4 - 03/17/2018 08:02 PM - Nebbie

- Status changed from Ready to Test to Not Fixed

- % Done changed from 80 to 50

Files

screenshot183.png	2.26 MB	03/07/2018	Nebbie
screenshot185.png	2.07 MB	03/07/2018	Nebbie
screenshot187.png	3.05 MB	03/07/2018	Nebbie
screenshot188.png	1.69 MB	03/07/2018	Nebbie
screenshot190.png	2.63 MB	03/07/2018	Nebbie
Player.log	1.11 MB	03/17/2018	Nebbie
screenshot526.png	2.83 MB	03/17/2018	Nebbie
screenshot527.png	2.81 MB	03/17/2018	Nebbie
screenshot531.png	2.45 MB	03/17/2018	Nebbie
screenshot535.png	2.29 MB	03/17/2018	Nebbie
screenshot542.png	2.91 MB	03/17/2018	Nebbie
screenshot543.png	2.39 MB	03/17/2018	Nebbie
screenshot549.png	1.87 MB	03/17/2018	Nebbie
screenshot550.png	2.21 MB	03/17/2018	Nebbie
screenshot558.png	2.12 MB	03/17/2018	Nebbie