

# Kerbal Space Program - Bug #17887

## Interstage Fairing does not Switch Texture correctly

03/07/2018 08:57 PM - KerbalEssences

<b>Status:</b>	Confirmed	<b>Start date:</b>	03/07/2018
<b>Severity:</b>	Low	<b>% Done:</b>	10%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	1.4.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux, Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

### Description

I've tried to change the texture on interstage fairings but run into a very weird behavior! Mounting a fairing base and DIRECTLY building an interstage the upper most segment does not change its texture with the rest. I can reproduce this with all fairing mounted to any part. Important to note: This is only the case if you directly build the fairing when you attach the part. Rightlicking the part and choosing "Build Fairing" works strangely without problems. I occasionally also have some fairing flickering on the interstage in the VAB.

### History

#### #1 - 03/10/2018 05:57 PM - Nebbie

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

Also happening on Linux (both flickering and the interstage fairing immediate-build not switching texture).

#### #2 - 03/10/2018 05:59 PM - Nebbie

- File screenshot393.png added

#### #3 - 08/04/2018 01:50 PM - raptor9\_ksp

- File Fairing Shader.jpg added
- File Fairing Texture Test.craft added
- File KSP.log added

This bug is still present in 1.4.5. It appears fine in the VAB/SPH with the white/black or orange/green textures, but when launched on the launchpad or runway, the upper fairing segment is plain white regardless of texture setting. Further, I have tried re-drawing the fairing; drawing immediately after attachment; changing the texture setting on the base, and then drawing. In any combination, I haven't found a way to get the upper-most fairing segment to adhere to the alternate texture settings.

### Files

File Name	Size	Date	Author
fairingbug.jpg	87.7 KB	03/07/2018	KerbalEssences
screenshot393.png	2.33 MB	03/10/2018	Nebbie
Fairing Texture Test.craft	12.2 KB	08/04/2018	raptor9_ksp
Fairing Shader.jpg	254 KB	08/04/2018	raptor9_ksp
KSP.log	343 KB	08/04/2018	raptor9_ksp