

Kerbal Space Program - Bug #18094

New Aerodynamic Effect have inconsistent Renderer.

03/17/2018 09:54 AM - s_powers

Status:	Closed	Start date:	03/17/2018
Severity:	Low	% Done:	100%
Assignee:			
Category:	Camera		
Target version:			
Version:	1.4.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

The new aerodynamic effect have a very inconsistent renderer bases on view distance. It can make the effects go from looking good to looking bad at different range intervals.

The particles effects for heat and smoke are also very optimized for performance and i have a very strong PC.

History

#1 - 07/11/2019 03:44 PM - Robert.Keech

- Status changed from New to Updated

- % Done changed from 0 to 10

Issue no longer occurs

#2 - 07/11/2019 03:44 PM - Robert.Keech

- Status changed from Updated to Resolved

- % Done changed from 10 to 100

#3 - 07/11/2019 08:21 PM - chris.fulton

- Status changed from Resolved to Closed