

# Kerbal Space Program - Bug #18212

## Semi-transparent protective shell hides parachute (and other parts)

03/25/2018 07:07 PM - Tomator

<b>Status:</b>	Investigating	<b>Start date:</b>	03/25/2018
<b>Severity:</b>	Low	<b>% Done:</b>	20%
<b>Assignee:</b>			
<b>Category:</b>	Camera		
<b>Target version:</b>			
<b>Version:</b>	1.4.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game, Making History		

### Description

When seeing through a protective shell in editor, occluded parachute portion completely disappears. Other parts are visible though the sem-transparent shell parts.

### Related issues:

Has duplicate Kerbal Space Program - Bug #18508: Mk16 Parachute vs Fairings i...	<b>Duplicate</b>	<b>04/11/2018</b>
Has duplicate Kerbal Space Program - Bug #21990: When zooming/unzooming a Mk1...	<b>Duplicate</b>	<b>04/25/2019</b>

### History

#### #1 - 03/26/2018 01:37 PM - jclovis3

- File *Invisible parts.png* added
- File *Invisible parts 2.png* added
- Subject changed from *Semi-transparent protective shell hides parachute* to *Semi-transparent protective shell hides parachute (and other parts)*
- Category changed from *Parts* to *Camera*
- Status changed from *New* to *Confirmed*
- % Done changed from *0* to *10*
- Expansion *Making History* added

I've just done some test and found that the Mk16 is the only parachute that does this. However, when you point at any of the parts higher up in the construction tree, such as the base to the protective shell, you can still see a green highlight around the Mk16. You don't need to connect the part to see it disappear. You can select and hold a part with the mouse and move it behind the protective breakaway. Any part that displays the flag logo will cause the logo to vanish in the same way even if the part doesn't. The same goes with any green and black attachment point indicators (see attached "Invisible parts.png"). They are hidden as well.

I'm changing the category from Parts to Graphics because this is not a functional issue with the parts but in how they are shown behind translucent textures.

After testing every part available in Core and Making History DLC, I have found the following other parts that exhibit this problem:

EAS-1 External Command Seat

TT18-A Launch Stability Enhancer (vertical scaffold part only)

All the protective shells (base visible, the fairing hidden, see file "Invisible parts 2.png")

#### #2 - 03/27/2018 02:44 PM - Squelch

- Status changed from *Confirmed* to *Investigating*
- % Done changed from *10* to *20*

#### #4 - 04/18/2018 12:30 AM - Squelch

- Has duplicate Bug #18508: Mk16 Parachute vs Fairings in Build Mode - Duplicate added

#### #5 - 01/17/2020 03:54 PM - Robert.Keech

- Has duplicate Bug #21990: When zooming/unzooming a Mk16 Parachute under a fairing will appear and disappear doesn't happen in 1.6.1 added

### Files

20180325205812\_1.jpg

376 KB

03/25/2018

Tomator

Invisible parts.png  
Invisible parts 2.png

823 KB  
479 KB

03/26/2018  
03/26/2018

jcloviss3  
jcloviss3