

## Kerbal Space Program - Feedback #18374

### Enhancement Request - ModulePartVariants

04/04/2018 01:45 PM - Electrocutor

|                        |                           |                     |              |
|------------------------|---------------------------|---------------------|--------------|
| <b>Status:</b>         | New                       |                     |              |
| <b>Severity:</b>       | Low                       |                     |              |
| <b>Assignee:</b>       |                           |                     |              |
| <b>Category:</b>       | Parts                     |                     |              |
| <b>Target version:</b> |                           |                     |              |
| <b>Version:</b>        | 1.4.2                     | <b>Language:</b>    | English (US) |
| <b>Platform:</b>       | Windows                   | <b>Mod Related:</b> | No           |
| <b>Expansion:</b>      | Core Game, Making History |                     |              |

#### Description

Please improve the functionality of the ModulePartVariants in the following ways:

- Allow loaded assetBundle shaders to be queried/used in VARIANT.TEXTURE.shader
- Allow multiple VARIANT.themeName to be specified so-as to allow a single variant to belong to multiple themes