

## Kerbal Space Program - Bug #18378

### FlagDecal part module breaks if ModulePartVariants is used on the same part

04/04/2018 03:03 PM - Electrocutor

<b>Status:</b>	New	<b>Start date:</b>	04/04/2018
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Camera		
<b>Target version:</b>			
<b>Version:</b>	1.4.2	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux, OSX, Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game, Making History		

#### Description

The ModulePartVariants seems to white-out the material used in the FlagDecal part module even if you explicitly denote a materialName or do not change TEXTURE at all.

Reproduction:

1. Add ModulePartVariants to a part that has FlagDecal.

Testing:

- Changing the order so that FlagDecal comes after ModulePartVariants does not resolve the issue

Evidence:

VC1oOCc.jpg

#### History

#1 - 04/05/2018 12:21 PM - XLjedi

Agreed, I would like to use part Variants for custom liveries and this bug is forcing me to create new parts for command modules.