

Kerbal Space Program - Bug #18519

ModuleJettison issue with ModulePartVariants

04/12/2018 02:33 PM - Electrocutor

Status:	Closed	Start date:	04/12/2018
Severity:	Low	% Done:	100%
Assignee:			
Category:	Camera		
Target version:	1.4.3		
Version:	1.4.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game, Making History		

Description

ModuleJettison only hides the first mesh with matching name for the fairing, regardless of transform hierarchy visibility.

In the case of using ModulePartVariants, you will often have multiple meshes under different models with the same name.

I propose that ModuleJettison should show/hide the first mesh by name that is currently not beneath a hidden transform.

Example:

Model1 (hidden)

- fairing
- engine

Model2 (visible)

- fairing
- engine

Model3 (hidden)

- fairing
- engine

History

#1 - 04/12/2018 08:47 PM - Electrocutor

Example Part:

```
PART {
    name = _BugEngine
    module = Part
    title = _BugEngine
    category = Engine
    scale = 0.1
    node_stack_top = 0.0, 7.21461, 0.0, 0.0, 1.0, 0.0
    node_stack_bottom = 0.0, -7.27403, 0.0, 0.0, -1.0, 0.0
    attachRules = 1,0,1,0,0

    MODEL {
        model = Squad/Parts/Engine/liquidEngineLV-T30/model
    }
    MODEL {
        model = Squad/Parts/Engine/liquidEngineLV-T45/model
    }

    MODULE
    {
        name = ModuleJettison
        jettisonName = fairing
        bottomNodeName = bottom
        isFairing = True
    }

    MODULE {
        name = ModulePartVariants
        baseVariant = Basic
    }
}
```

```
VARIANT {
  name = Basic
  displayName = Basic
  primaryColor = #ffffff
  secondaryColor = #ffffff
}
```

```
GAMEOBJECTS {
  Squad/Parts/Engine/liquidEngineLV-T30/model(Clone) = true
  Squad/Parts/Engine/liquidEngineLV-T45/model(Clone) = false
}
VARIANT {
  name = LVT45
  displayName = LV-T45
  primaryColor = #ffffff
  secondaryColor = #ffffff
}
```

```
GAMEOBJECTS {
  Squad/Parts/Engine/liquidEngineLV-T30/model(Clone) = false
  Squad/Parts/Engine/liquidEngineLV-T45/model(Clone) = true
}
}
```

#2 - 04/30/2018 10:30 AM - Squelch

- Status changed from New to Ready to Test
- Target version set to 1.4.3
- % Done changed from 0 to 80

Changes to how the config nodes are parsed have been made. Only a single variant model is required now.

#3 - 07/24/2019 11:55 PM - chris.fulton

- Status changed from Ready to Test to Resolved
- % Done changed from 80 to 100

#4 - 07/24/2019 11:55 PM - chris.fulton

- Status changed from Resolved to Closed