Kerbal Space Program - Bug #18572

Mortimer Kerman portrait flicker in VAB during mission builder briefing

04/17/2018 01:22 AM - jclovis3

Status:	Closed	**Start date:**	04/17/2018
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:	Making History		

Description

Started a new mission in the mission builder and ran the test. Starts up in the VAB so the player can build their craft. I selected Mortimer Kerman to give the briefing and was presented with a flickering portrait. I managed to capture two screen shots that show the contrasting shades.

The attached mission is not complete yet (no scoring done) but included for your review as needed.

History

#1 - 04/17/2018 10:26 PM - Squelch

- Status changed from New to Being Worked On

- % Done changed from 0 to 30

#3 - 04/26/2018 11:34 PM - Squelch

- Status changed from Being Worked On to Ready to Test

- Target version set to 1.4.3

- % Done changed from 30 to 80

The faulty circuit has been fixed, and Kerbals should no longer flicker.

#4 - 04/27/2018 09:58 AM - jclovis3

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

Looks like the darker image was kept, and a new window to see their 3D model during design was added too. This bug is fixed, but now I'm wondering why the PR guy is wearing a hazmat suit. Looks like he's afraid to interact with the public.

#5 - 07/26/2018 09:45 PM - joshua.collins

- Status changed from Resolved to Closed

Files

Dark.png	40.2 KB	04/17/2018	jclovis3
Light.png	42.9 KB	04/17/2018	jclovis3
Eve Tourism Ferry.zip	503 KB	04/17/2018	jclovis3