

Kerbal Space Program - Bug #18605

Incorrect part variant config for FL-TX440 (Size1p5\_Tank\_02)

04/18/2018 12:38 PM - cake-pie

Status:	Investigating	Start date:	04/18/2018
Severity:	Low	% Done:	20%
Assignee:			
Category:	Camera		
Target version:	1.4.3		
Version:	1.4.2	Language:	
Platform:	Linux, OSX, Windows	Mod Related:	No
Expansion:	Making History		

Description

The FL-TX440 Fuel Tank has incorrect part variant config (Size1p5\_Tank\_02.cfg)

The other related tanks (FL-TX220 / 900 / 1800) have identical part variant config, as follows:

```
MODULE
{
    name = ModulePartVariants
    primaryColor = #ffffff
    secondaryColor = #000000
    baseDisplayName = #autoLOC_8007119
    baseThemeName = White
    VARIANT
    {
        name = Grey
        displayName = #autoLOC_8007120
        themeName = BlackAndWhite
        primaryColor = #000000
        secondaryColor = #ffffff
        TEXTURE
        {
            mainTextureURL = SquadExpansion/MakingHistory/Parts/FuelTank/Assets/Size1_5_Tanks_
grey
        }
    }
    VARIANT
    {
        name = Dark Grey
        displayName = #autoLOC_8007121
        themeName = GrayAndOrange
        primaryColor = #4c4f47
        secondaryColor = #f49841
        TEXTURE
        {
            shader = KSP/Bumped Specular
            mainTextureURL = SquadExpansion/MakingHistory/Parts/FuelTank/Assets/Size1_5_Tanks_
ALT02
            _BumpMap = SquadExpansion/MakingHistory/Parts/FuelTank/Assets/Size1_5_Tanks_ALT02_
nm
        }
    }
}
```

Whereas FL-TX440 has the "White" and "BlackAndWhite" themes reversed:

```
MODULE
{
    name = ModulePartVariants
```

```

primaryColor = #ffffff
secondaryColor = #000000
baseDisplayName = #autoLOC_8007120
baseThemeName = BlackAndWhite
VARIANT
{
    name = White
    displayName = #autoLOC_8007119
    themeName = White
    primaryColor = #ffffff
    secondaryColor = #eeeeee
    TEXTURE
    {
        mainTextureURL = SquadExpansion/MakingHistory/Parts/FuelTank/Assets/Size1_5_Tanks_
grey
    }
}
VARIANT
{
    name = Dark Grey
    displayName = #autoLOC_8007121
    themeName = GrayAndOrange
    primaryColor = #4c4f47
    secondaryColor = #f49841
    TEXTURE
    {
        shader = KSP/Bumped Specular
        mainTextureURL = SquadExpansion/MakingHistory/Parts/FuelTank/Assets/Size1_5_Tanks_
ALT02
        _BumpMap = SquadExpansion/MakingHistory/Parts/FuelTank/Assets/Size1_5_Tanks_ALT02_
nm
    }
}
}

```

The mistake is evident in a visual comparison:

screenshot8 uses "White" theme, note the FL-TX220 and FL-TX1800 have the checkered pattern in this theme  
screenshot9 uses "BlackAndWhite" theme, FL-TX440 has checkered pattern here and looks out of place.

screenshot11 and screenshot12 show the part variants when matched correctly.

## History

### #2 - 04/26/2018 11:12 PM - Squelch

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

The variants have been corrected now. White = White, Black and white...

### #3 - 04/30/2018 07:18 AM - cake-pie

- File screenshot0.png added
- File screenshot1.png added
- File screenshot2.png added
- Status changed from Ready to Test to Not Fixed
- % Done changed from 80 to 50

No, this has not been fixed.

Tested with MHE-v1.2en-us installed on top of KSP 1.4.3 build 02152

### #4 - 04/30/2018 09:55 AM - Squelch

- Status changed from Not Fixed to Investigating

- % Done changed from 50 to 20

#5 - 05/02/2018 03:52 PM - klesh

Confirmed not fixed in 1.4.3

#6 - 06/24/2018 01:09 PM - cake-pie

Not fixed in 1.4.4

Files

screenshot8.png	1.3 MB	04/18/2018	cake-pie
screenshot9.png	1.3 MB	04/18/2018	cake-pie
screenshot12.png	1.21 MB	04/18/2018	cake-pie
screenshot11.png	1.21 MB	04/18/2018	cake-pie
screenshot0.png	1.21 MB	04/30/2018	cake-pie
screenshot1.png	1.2 MB	04/30/2018	cake-pie
screenshot2.png	1.2 MB	04/30/2018	cake-pie