

## Kerbal Space Program - Bug #18712

### Panels from Making History have broken shading.

04/27/2018 05:23 PM - dok\_377

<b>Status:</b>	Being Worked On	<b>Start date:</b>	04/27/2018
<b>Severity:</b>	Low	<b>% Done:</b>	30%
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>			
<b>Version:</b>	1.4.3	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Making History		

#### Description

As you can see on the screenshots, panels have very strange shading depending on the angle of the lighting. It was already present in 1.4.2, but it was a little bit better. I discovered that in 1.4.2 main texture for the grey panels didn't have alpha channel, now it has alpha channel and it is way worse. It's not alpha channel doing it, but shader setting on the part itself, I think. It must be wrong somewhere.

#### Related issues:

Related to Kerbal Space Program - Bug #18597: Several normal maps have missin...

**Ready to Test 04/17/2018**

#### History

##### #1 - 04/29/2018 04:00 PM - SamHall

The root of the problem is that the normal map for those parts is total nonsense; see bug [#18597](#). That's making light reflect off the panels in crazy directions that have nothing to do with where the light sources actually are in the scene.

Not really sure why it would have suddenly gotten worse in 1.4.3; the alpha channels actually look identical between the two versions to me (blank 100% white on the gray panels). But if they changed the shader from diffuse to specular then that would certainly make the screwed-up lighting pop a lot more.

##### #2 - 04/29/2018 07:42 PM - dok\_377

- File *screenshot53.jpg* added

SamHall wrote:

The root of the problem is that the normal map for those parts is total nonsense; see bug [#18597](#). That's making light reflect off the panels in crazy directions that have nothing to do with where the light sources actually are in the scene.

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Alpha channel is fine though. Just plain white and nothing else, like on the grey texture, but grey panels are broken too. It appears that only the foil ones is fine. Alpha channel should only determine how shiny the model is supposed to be, not the main lighting on the model. That's why I think this problem is in the part itself.

##### #3 - 04/29/2018 07:46 PM - dok\_377

- Description updated

##### #4 - 04/29/2018 08:00 PM - dok\_377

- Description updated

Well, I was wrong in my last edit. White panels still doesn't have alpha channel, but it's irrelevant at this point. Alpha channel or not, this problem is present anyway. On grey and white panels.

##### #5 - 04/30/2018 09:54 AM - Squelch

- Related to Bug #18597: Several normal maps have missing / wrong horizontal channel information added

##### #6 - 04/30/2018 09:54 AM - Squelch

- Status changed from New to Being Worked On

- % Done changed from 0 to 30

## Files

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20180427201324_1.jpg	185 KB	04/27/2018	dok_377
20180427201304_1.jpg	200 KB	04/27/2018	dok_377
20180427201344_1.jpg	174 KB	04/27/2018	dok_377
20180427201358_1.jpg	174 KB	04/27/2018	dok_377
screenshot53.jpg	1.63 MB	04/29/2018	dok_377