Kerbal Space Program - Bug #18723

Delete.

04/28/2018 03:00 PM - dok_377

Status:	Not a Bug		**Start date:**	04/28/2018
Severity:	Low		**% Done:**	0%
Assignee:				
Category:	Application			
Target version:				
Version:	Not Applicable		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:	Core Game			

Description
Delete this please.

History

#1 - 04/28/2018 06:37 PM - jclovis3

I suppose I don't know as much about graphics but when I attach two J64's together in opposite directions and rotate one of them to look like yours, my transparency as created when I pull a copy off to the side, shows the black patterns where yours seems completely void of this.

#2 - 04/28/2018 06:38 PM - jclovis3

- File J64 transparency.png added

#3 - 04/28/2018 07:22 PM - dok_377

jclovis3 wrote:

> I suppose I don't know as much about graphics but when I attach two J64's together in opposite directions and rotate one of them to look like yours, my transparency as created when I pull a copy off to the side, shows the black patterns where yours seems completely void of this.

Transparent rocket on my screenshot has old fuel tank models. I was rebulding it with new ones and pulled out the old rocket for reference.

#4 - 05/14/2019 07:22 PM - dok_377

- File deleted (2018-04-28_174252.png)

#5 - 05/14/2019 07:22 PM - dok_377

- File deleted (2018-04-28_174254.png)

#6 - 05/14/2019 07:22 PM - dok_377

- File deleted (screenshot25.jpg)

#7 - 05/14/2019 07:22 PM - dok_377

- File deleted (J64 transparency.png)

#8 - 05/14/2019 07:23 PM - dok_377

- Subject changed from Jumbo 64 texture have wrong alpha channel. to Delete.

- Description updated

- Category changed from Parts to Application

- Version changed from 1.4.3 to Not Applicable

#9 - 06/12/2019 07:57 PM - nestor

- Status changed from New to Not a Bug