

## Kerbal Space Program - Bug #19294

### Updated map nodes are too dim in 1.4.4

06/25/2018 01:03 AM - 5thHorseman

<b>Status:</b>	Closed	<b>Start date:</b>	06/25/2018
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>	TriggerAu		
<b>Category:</b>	Controls and UI		
<b>Target version:</b>	1.4.5		
<b>Version:</b>	1.4.4	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux, OSX, Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

From the Changelog: "Updated map nodes to be visually different when behind a celestial body."

"Visually different" is for many "too dim to read." Making it dimmer when it's behind something that is frequently the brightest thing on the screen exacerbates the effect. It would be nice to be able to disable this, or even set it to be brighter/more visible in some way.

#### History

##### #2 - 06/25/2018 04:26 AM - TriggerAu

- Status changed from New to Being Worked On
- Assignee set to TriggerAu
- % Done changed from 0 to 30

Looking at configurability and behaviours when pinned/hovered

##### #3 - 06/25/2018 08:02 AM - TriggerAu

Fix likely to be Gamesetting configurable opacity for behind body. This will be removed when you mouseover or pin - in those states it will be the previous behaviour

##### #4 - 07/26/2018 09:35 PM - joshua.collins

- Status changed from Being Worked On to Ready to Test
- Target version set to 1.4.5
- % Done changed from 30 to 80

##### #5 - 11/26/2018 08:44 PM - TriggerAu

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

##### #6 - 11/26/2018 08:45 PM - TriggerAu

- Status changed from Resolved to Closed