

Kerbal Space Program - Bug #19329

Aero effects inside IVA, blocks colliders

06/29/2018 01:34 PM - MOARdV

Status:	Ready to Test	Start date:	06/29/2018
Severity:	Low	% Done:	80%
Assignee:			
Category:	Camera		
Target version:	1.12.0		
Version:	1.4.4	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

This appears to be a new issue in 1.4.4 or 1.4.3 - I did not encounter it in 1.4.2, which I had been using extensively in similar situations. I skipped 1.4.3 in my mod testing installation, so I don't know if the regression happened in 1.4.3 or 1.4.4.

Aero effects appear inside IVA views, where they did not in previous versions.

qML8o4.png

This would be a minor issue, but the aero effects also block collider detection, which interferes with IVA gameplay. None of the buttons inside the flame effects are clickable, while buttons on the displays outside of the flames are still functional. Reducing speed or turning aero effects to minimum settings allows the buttons to be clickable again.

I realize stock KSP doesn't have any significant gameplay from IVA, so reproducing the issue will be a challenge if you're not using a modded installation. For that reason, I don't expect this bug to get fixed, but I wanted to get it filed in case it's something simple like switching a layer on or off.

History

#2 - 07/13/2018 01:14 PM - bewing

- Status changed from New to Investigating

- % Done changed from 0 to 20

#3 - 07/13/2018 01:30 PM - bewing

In a pure stock install, are you sure you can reproduce the "blocked collider" problem? Because I can't. I can grab the throttle and click the Navball mode button through the FX.

#4 - 07/25/2018 07:43 PM - MOARdV

The problem is there are two props in stock that have an interactive capability, so, without editing an IVA to spam the colliders across multiple sample points, it is difficult to reproduce the issue.

I can reproduce it with the Mk1 Pod (single-seat Mercury-ish) during launch if the aero-effects / plasma appear inside. However, since most stock IVA props are not interactive and not in the right place, it can be hard to see. If I use the MOARdV's Avionics Systems (MAS) mod which adds multiple props with colliders to the IVA, it's much more detectable.

#5 - 06/24/2021 10:55 PM - victorr

- Status changed from Investigating to Ready to Test

- Target version set to 1.12.0

- % Done changed from 20 to 80

We have made some changes in this last 1.12.0 release and would like some feedback on this issue. Thanks.