

Kerbal Space Program - Bug #20099

Overlap/z-fighting of 1.25m decoupler and certain engine shrouds

09/25/2018 09:37 AM - eboshi2525

Status:	Confirmed	Start date:	09/25/2018
Severity:	Low	% Done:	10%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.4.5	Language:	English (US), 日本語 (Japanese)
Platform:	Linux, Windows	Mod Related:	No
Expansion:	Core Game		

Description

In LV-N and LV-T45, 1.25 m decoupler and engine shroud overlap. This looks bad and the decoupler arrows are hard to see.

Expected:

Please correct the position of decoupler and engine shroud.

History

#1 - 01/12/2019 09:42 AM - Nebbie

- Subject changed from *Overlap of 1.25 m decoupler and engine shroud* to *Overlap/z-fighting of 1.25m decoupler and certain engine shrouds*
- Status changed from *New* to *Confirmed*
- % Done changed from *0* to *10*
- Platform *Linux* added

Still happening in 1.6.1.

Files

2018-09-25 (23).png	1.69 MB	09/25/2018	eboshi2525
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