Kerbal Space Program - Bug #20103

Interstage fairings doesn't apply variant theme on final part

09/25/2018 02:38 PM - 4x4cheesecake

Status:	New		**Start date:**	09/25/2018
Severity:	Low		**% Done:**	0%
Assignee:				
Category:	Parts			
Target version:				
Version:	1.4.5		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:	Core Game, Making History			

Description

I just noticed that interstage fairings doesn't apply a different variant theme on the last part of the fairing, <u>when the varian theme is changed **after** building the fairing</u>. It's working fine though if you change the variant theme before building the fairing.
Happens to all sizes of fairings.

History

#1 - 01/12/2019 09:40 AM - Nebbie

This appears to no longer happen in 1.6.1.

Files

screenshot0.png	1.04 MB	09/25/2018		4x4cheesecake
screenshot1.png	1.04 MB	09/25/2018		4x4cheesecake