

Kerbal Space Program - Bug #20124

Total darkness during eclipse

09/27/2018 09:28 PM - Tomator

Status:	New	Start date:	09/27/2018
Severity:	Low	% Done:	0%
Assignee:			
Category:	Buildings		
Target version:			
Version:	1.4.4	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

While eclipse the Mun's surface (is seems it affects Ike as well but no craft I had there) is covered by total darkness so neither ambient light nor vehicle's lights have no effect. Lit or not, the eclipsed moon's surface is just black.

A shader shall ignore the sun during eclipse but stil include ambient and other lights into lightning equation.

Observing eclipse on Ike from its orbit I realized the shadow has sharp edge like the Kerbol was a point. Eclipses have usually smooth edge because of the eclipsed star's size so it can be partial. While this might seem minor issue, the educational value of KSP is lowered by this.

Files

20180920220716_1.jpg	53.5 KB	09/27/2018	Tomator
20180920220738_1.jpg	197 KB	09/27/2018	Tomator
20180920220957_1.jpg	146 KB	09/27/2018	Tomator
20180920221252_1.jpg	213 KB	09/27/2018	Tomator