

Kerbal Space Program - Bug #20725

No emissive option for Bumped Specular (Mapped) shader

12/20/2018 02:09 AM - ancassid

Status:	Closed	Start date:	12/20/2018
Severity:	Low	% Done:	100%
Assignee:			
Category:	Camera		
Target version:	1.7.2		
Version:	1.5.1	Language:	English (US)
Platform:	Linux, OSX, Windows	Mod Related:	No
Expansion:	Core Game		

Description

There is currently no version of the Bumped Specular (Mapped) shader that supports emissive maps, despite being fully supported by the Standard Specular BRDF. This would be simple to implement, and I attached a working version with emissive map support

History

#1 - 06/09/2019 05:31 AM - ancassid

This can now be closed since it was added in a later version

#2 - 06/12/2019 07:56 PM - chris.fulton

- Status changed from *New* to *Ready to Test*

- Target version set to 1.7.2

- % Done changed from 0 to 80

Several Changes and bug fixes have been made, moving this bug to RTT and can you check it in 1.7.2.2555?

#3 - 06/12/2019 07:56 PM - chris.fulton

- Status changed from *Ready to Test* to *Resolved*

- % Done changed from 80 to 100

#4 - 06/12/2019 07:56 PM - chris.fulton

- Status changed from *Resolved* to *Closed*

Files

BumpedSpecularEmissiveMapped.shader	2.54 KB	12/20/2018	ancassid
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