

## Kerbal Space Program - Feedback #20772

### Many "orange" variants are...not very orange

12/30/2018 07:51 AM - Nebbie

<b>Status:</b>	New		
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>			
<b>Version:</b>	1.6.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux, OSX, Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game, Making History		

#### Description

So, I get that "orange" really means "orange, dark gray, and white, like the Soyuz", but it's kind of egregious on some parts, especially ones with very limited variant selections like the adapters.

One thing that would help is if parts like the ones in the screenshot had separate "orange" and "dark gray" monochrome options, so that striping would be done with multiple parts, giving players a bit more options overall.

Really, I think the longterm fix would be to have a "base texture" and "secondary texture" (for accents/striping) that can be changed separately, allowing one part to have any mix of white/black/gray/orange you want with the main bit and the stripes, but that's a feature for another time perhaps.

#### Files

screenshot909.png

2.26 MB

12/30/2018

Nebbie