

Kerbal Space Program - Bug #20854

liquidEngine3_v2 (new Terrier) has two rescaleFactor = 1.0 entries in the cfg file

01/07/2019 11:57 PM - pehvbot

Status:	Confirmed	Start date:	01/07/2019
Severity:	Low	% Done:	10%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.6.0	Language:	English (US)
Platform:	Linux, OSX	Mod Related:	No
Expansion:	Core Game		

Description

The new liquidEngine3_v2 part has two instances of rescaleFactor = 1.0 in the config file. This seems to cause it to not resize correctly when using custom scripts (in my case the ROMini.cfg file from Realism Overhaul used to resize it to Real Solar System size). Removing the extra rescaleFactor = 1.0 seems to fix the problem.

History

#1 - 01/12/2019 09:21 AM - Nebbie

- Platform Linux added

Yep, and still present in 1.6.1.

#2 - 01/12/2019 09:21 AM - Nebbie

- Subject changed from liquidEngine3_v2 has two rescaleFactor = 1.0 entries in the cfg file to liquidEngine3_v2 (new Terrier) has two rescaleFactor = 1.0 entries in the cfg file

#3 - 01/12/2019 09:21 AM - Nebbie

- Status changed from New to Confirmed

- % Done changed from 0 to 10