

Kerbal Space Program - Bug #22109

"UV Cycles" value in KSPParticleEmitter has no effect in game

05/05/2019 05:35 AM - ancassid

Status:	New	Start date:	05/05/2019
Severity:	Low	% Done:	0%
Assignee:			
Category:	Camera		
Target version:			
Version:	1.7.1	Language:	English (US)
Platform:	Linux, OSX, Windows	Mod Related:	No
Expansion:	Core Game		

Description

the value of "UV Cycles" in the KSPParticleEmitter module that sets how many times the UV animation loops during a particle's lifetime seems to have no effect in-game. This might be a bug in the game itself, or possibly with part tools (I'm using an old version of part tools to get particle system exporting to work at all... that's a known issue right?)

History

#1 - 05/05/2019 05:45 AM - ancassid

- File *Screen Shot 2019-05-04 at 10.44.13 PM.png* added

#2 - 05/05/2019 06:14 PM - ancassid

A workaround I just found is to set the "tiling" value in the material for the texture to a larger value on one axis, and multiplying the number of tiles in the particle system on that axis by the same amount. This has the same effect, but is much less intuitive

#3 - 06/09/2019 05:43 AM - ancassid

- Version changed from 1.7.0 to 1.7.1

Files

Screen Shot 2019-05-04 at 10.44.13 PM.png	32.5 KB	05/05/2019	ancassid
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