

Kerbal Space Program - Bug #22171

renderer property block gone?

05/08/2019 09:31 PM - meirumeiru

Status:	Needs Clarification	Start date:	05/08/2019
Severity:	Low	% Done:	0%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.7.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

Following build:

Mk2 Lander Can -> Cubic Octogonal Strut (4 on top of each other) -> MyPart

after highlighting the Lander Can, inside the renderer of my part the propertyblock is... gone... wrong... whatever... not working anymore

I can "fix" this by highlighting one of the Cubic Octogonal Struts or by calling `part.GetComponent<Render>().SetPropertyBlock(part.mpb)` ... after that my part renders correct again.

This happens for other command pod also. But not, when you put other (physical) parts between the pod and my part

History

#1 - 05/08/2019 10:10 PM - meirumeiru

sorry, I was using the Mk1 Lander Can, not Mk2

#2 - 03/25/2020 04:45 PM - Robert.Keech

- Status changed from New to Needs Clarification

I assume this is to do with mods or more specifically your own mod?
If not could you provide a video of the issue occurring?