

## Kerbal Space Program - Bug #23991

### New service bay textures are in PNG format instead of DDS

10/20/2019 11:38 AM - Anonymous

<b>Status:</b>	Confirmed	<b>Start date:</b>	
<b>Severity:</b>	Low	<b>% Done:</b>	10%
<b>Assignee:</b>	Technicalfool		
<b>Category:</b>	Parts		
<b>Target version:</b>			
<b>Version:</b>	1.8.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux, OSX, Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

This means no mip/depth maps which makes the textures look pixelated when the objects are viewed from a distance. Other new parts (ie. the solid motors) have DDS textures which look fine.

#### History

##### #1 - 10/20/2019 11:41 AM - Anonymous

I've read that textures not in DDS (or similar) format also lead to lower performance in terms of load/unload times and memory usage, but I don't know.

##### #2 - 10/23/2019 11:38 AM - Anth12

Interesting, I have no idea about png verses dds, and note I dont work for squad but RocketWitch personally I would consider this a bug and not just feedback.

Change it to a bug might get it more attention.  
I will upvote regardless.

If what you are saying is true then it should be fixed.

##### #3 - 10/28/2019 04:13 PM - Technicalfool

- *Tracker changed from Feedback to Bug*
- *Category changed from Camera to Parts*
- *Status changed from New to Confirmed*
- *Assignee set to Technicalfool*
- *% Done set to 10*

Confirmed, and not intended, therefore bug.