

Kerbal Space Program - Bug #24734

Wrong Kerbal Graphical Layer in 1.9.0 (Fixed)

01/26/2020 09:05 AM - KerbalabreK

Status:	Closed	Start date:	01/26/2020
Severity:	Low	% Done:	100%
Assignee:			
Category:	Camera		
Target version:			
Version:	1.9.0	Language:	English (US), 简体中文 (Chinese Simplified)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

Just take a look at the pictures. The Kerbal ALWAYS stays on top of other parts except while an EVA. I can see little Jeb through all the parts. Weird! And it never happened in 1.7.X
Version 1.8.1.2694 @ Windows 10 1903
Please fix it as soon as possible. Thank you, squad

History

#1 - 02/10/2020 04:21 AM - KerbalabreK

- Subject changed from *Kerbals on the top layer in version 1.8.1* to *I can see Jeb through parts!*
- Description updated

#2 - 02/12/2020 01:50 AM - Anonymous

Not everyone has this problem (e.g., I don't on Windows) so Squad might need an example save-game and logs.
Forum threads:

- <https://forum.kerbalspaceprogram.com/index.php?topic/187188-my-kerbals-are-showing-up-through-parts/>
- <https://forum.kerbalspaceprogram.com/index.php?topic/189882-transparent-parts-for-kerbals-in-external-command-seats/>
- <https://forum.kerbalspaceprogram.com/index.php?topic/191510-kerbal-visible-throughout-parts/>

#3 - 02/26/2020 11:19 AM - KerbalabreK

- Subject changed from *I can see Jeb through parts!* to *Wrong Kerbal Graphical Layer in 1.9.0&1.8.1&1.8.0*
- Version changed from *1.8.1* to *1.9.0*

#4 - 02/27/2020 02:45 AM - KerbalabreK

- Language 简体中文 (Chinese Simplified) added

#5 - 02/27/2020 02:58 AM - KerbalabreK

- Subject changed from *Wrong Kerbal Graphical Layer in 1.9.0&1.8.1&1.8.0* to *Wrong Kerbal Graphical Layer in 1.9.0*

mod list:

MJ, Real Plume, Smoke Screen, ShowFPS, NearFutureSolar, PlanetShine, SafeChute, SCANSat, ShowAllFuels, DeployableEngines, CustomPreLaunchChecks, CriticalTemperatureGauge, CommunityDvMaps, CommunityResourcePack, BetterTimeWarp, B9PartSwitch, ClickThroughBlocker, UICore, ToolbarControl, AntennaHelper, DistantObject DockingCamKURS EngineLightRelit, FlightPlan, KerbalAtomics, KerbalEngineer, KOS

#6 - 02/27/2020 06:30 AM - KerbalabreK

- Subject changed from *Wrong Kerbal Graphical Layer in 1.9.0* to *Wrong Kerbal Graphical Layer in 1.9.0 (Fixed)*

KerbalabreK wrote:

Just take a look at the pictures. The Kerbal ALWAYS stays on top of other parts except while an EVA. I can see little Jeb through all the parts. Weird! And it never happened in 1.7.X
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All fixed by removing mod.

#7 - 03/06/2020 01:22 PM - Robert.Keech

- Status changed from New to Updated

- % Done changed from 0 to 10

#8 - 03/06/2020 01:22 PM - Robert.Keech

- Status changed from Updated to Resolved

- % Done changed from 10 to 100

#9 - 03/13/2020 11:39 PM - chris.fulton

- Status changed from Resolved to Closed

Files

📁 2020-01-26 165305.png	570 KB	01/26/2020	KerbalabreK
📁 2020-01-26 165414.png	1.04 MB	01/26/2020	KerbalabreK
📁 2020-01-26 165503.png	528 KB	01/26/2020	KerbalabreK
📁 2020-01-26 165537.png	507 KB	01/26/2020	KerbalabreK