

Kerbal Space Program - Bug #2508

Unknow light source appearing when loading rover

05/27/2014 01:53 PM - cartman

Status:	Closed	Start date:	05/27/2014
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Camera		
Target version:			
Version:	0.23.5	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

Hi,

when I load my rover on the mun (quickload or switch) there appears a light that is not attached to anything. This started to happen after the 0.23.5 update (perhaps unity problem?).

It appears that the light appears in the rover and when I move the rover the light stays.

Happens also when I place the attached rover on the launchpad.

Personnally don't know if this happens with spacecraft in orbit but a friend of mine said so :)

History

#1 - 05/28/2014 06:53 AM - Kasuha

I noticed that too, it can be visible also when using Mk1 lander can. It seems to me it's the can's (or on your case Cupola module's) IVA light.

Some time ago I made a ship with ten Mk1 cans and deployed it on runway and it produced ten such light marks. They marked the same shape in which cans were arranged in the ship but they were oriented perpendicularly to the ship. They also did not move as I moved the ship.

#2 - 05/28/2014 12:09 PM - TruePikachu

- Status changed from New to Need More Info

There might be a possible link to [#2507](#); both are relating to lighting issues from the same author.

I marked as Need More Info since this needs to be tested and confirmed without mods.

#3 - 05/28/2014 02:03 PM - Kasuha

- File *screenshot0.png* added

- File *Light test.craft* added

I see no problem replicating that.

Nine modules in a row, last four are rotated by 45, 90, 135, and 180 degrees. Results in nine light marks in a row, last four show signs of rotation.

Exact result may depend on how Kerbin is rotated when you start the save.
I'm attaching the image and an SPH craft file.

#4 - 05/28/2014 02:17 PM - Kasuha

I guess this bug might be also useful as further evidence for [#2358](#).

#6 - 07/17/2016 09:26 AM - TriggerAu

- Status changed from Need More Info to Needs Clarification

#7 - 08/09/2016 10:56 AM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention

Files

2014-05-27_00003.jpg	167 KB	05/27/2014	cartman
2014-05-27_00004.jpg	151 KB	05/27/2014	cartman
Zerstorer Science Rover Only.craft	47.8 KB	05/27/2014	cartman
2014-05-27_00008.jpg	276 KB	05/27/2014	cartman
screenshot0.png	1.43 MB	05/28/2014	Kasuha
Light test.craft	47.4 KB	05/28/2014	Kasuha