

## Kerbal Space Program - Bug #25671

### Shader property `_Color` not working in KSP/Emissive/Specular

07/01/2020 11:27 PM - DefiantZombie

<b>Status:</b>	New	<b>Start date:</b>	07/01/2020
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Graphics		
<b>Target version:</b>			
<b>Version:</b>	1.10.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

Setting `_Color` in the shader KSP/Emissive/Specular fails to change part color in KSP 1.10.0, verified this did work in KSP 1.9.1

Property is being set via `MaterialPropertyBlock`

Unsure if other shaders have this issue in 1.10.0 at this point.

(Not checking Mod Related because the only mod in my dev environment that touches shaders is the one where this was discovered)

#### Files

KSP_1.10.0_Shader_Color_Issue.png	524 KB	07/01/2020	DefiantZombie
KSP_1.9.1_Shader_Color_Issue.png	513 KB	07/01/2020	DefiantZombie