

Kerbal Space Program - Bug #25693

Parts do not cast shadows when illuminated by electric lights

07/02/2020 11:15 PM - Krazy1

Status:	Confirmed	Start date:	07/02/2020
Severity:	Low	% Done:	10%
Assignee:	Robert.Keech		
Category:	Graphics		
Target version:			
Version:	1.10.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

When electric lights (Illuminator Mk1/Mk2 and Kerbal helmets) shine on parts (any craft parts) they cast no shadows. Sunlight does cast shadows as expected except for eclipses per bug [#624](#). Minor issue but lighting looks unnatural.

First noticed in KSP 1.8; still valid in 1.10.

Win10, Nvidia GTX1060 Driver Version: 26.21.14.4614

Example craft attached. Also have photos at KerbalX
[[<https://kerbalx.com/Krazy1/why-no-part-shadows>]]

History

#1 - 07/02/2020 11:28 PM - Anth12

- File screenshot0.png added
- Status changed from New to Confirmed
- % Done changed from 0 to 10

Confirmed.

I remember this in 1.9.1.

Screenshot shows no shadow cast.

#2 - 07/03/2020 01:05 AM - dok_377

I'm not even sure they are supposed to do that, not even once this was ever mentioned anywhere. As far as gameplay goes, this has no effect other than visual. What really concerns me though is that the lights dramatically drop performance of the game since the new terrain shaders were introduced. You basically have the same graphics card as me, so you can test that yourself. Just shine a bunch of lights (10 should be enough) onto the surface and you will see the game slowing down. My game drops from 170 fps to 30 and even lower with just 12 lights. I think it definitely should be reported as its own thing.

#3 - 07/10/2020 03:32 AM - Krazy1

dok_377: I agree, shadows are a very minor issue. I play with vsync on, 60 Hz monitor. I made a simple test craft as you suggested. I got 54 fps lights off, 53 fps lights on. I'm always CPU limited in KSP due to low CPU core utilization I believe (Xeon X5670 usually at 20 - 30% load). I often get the yellow clock for other real craft. Sorry - can't reproduce your issue.

#4 - 09/01/2020 12:52 PM - Robert.Keech

- Assignee set to Robert.Keech

Files

why no part shadows_craft	17.1 KB	07/02/2020	Krazy1
screenshot0.png	784 KB	07/02/2020	Anth12