

Kerbal Space Program - Bug #25698

Metallic Fairings are shiny in Editor (SPH/VAB) but dull in scene

07/03/2020 11:27 AM - Anth12

Status:	Confirmed	Start date:	07/03/2020
Severity:	Low	% Done:	10%
Assignee:	Technicalfool		
Category:	Graphics		
Target version:			
Version:	1.10.0	Language:	English (US)
Platform:	Linux, OSX, Windows	Mod Related:	No
Expansion:	Core Game		

Description

Screenshots to show difference.

History

#1 - 07/03/2020 02:13 PM - Technicalfool

- Status changed from New to Confirmed
- Assignee set to Technicalfool
- % Done changed from 0 to 10
- Platform Linux added

There is a notable difference between what happens in the editor vs what happens in flight, there.

#3 - 07/06/2020 11:43 AM - klesh

I feel like I'm experiencing same with the foil on the baguette, dumpling, and doughnut external tanks.

#4 - 07/06/2020 06:19 PM - realkerbal3x

klesh wrote:

I feel like I'm experiencing same with the foil on the baguette, dumpling, and doughnut external tanks.

Yes, it seems like it happens for all parts with reflections, including the new probe cores.

#5 - 07/07/2020 12:31 AM - ancassid

- Platform OSX added

This is caused by the pre-baked cube maps in the VAB and SPH not having correctly configured mipmaps, so everything in those scenes appear with maximum shininess

Files

screenshot14.png	1.13 MB	07/03/2020	Anth12
screenshot13.png	995 KB	07/03/2020	Anth12