

## Kerbal Space Program - Bug #25799

### Onion, Pea, and Pomegranate turn Black on reentry

07/17/2020 04:09 PM - klesh

|                        |                           |                     |              |
|------------------------|---------------------------|---------------------|--------------|
| <b>Status:</b>         | Confirmed                 | <b>Start date:</b>  | 07/17/2020   |
| <b>Severity:</b>       | Low                       | <b>% Done:</b>      | 10%          |
| <b>Assignee:</b>       | Robert.Keech              |                     |              |
| <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, Making History |                     |              |

#### Description

This could possibly be feedback of "the black looks bad", but I think there is possibly a broken re-entry charring system malfunctioning here.

#### Problem:

After certain conditions are met during re-entry, the 3 spherical capsules from Making History will turn a strange vantablack in one instant. It's very jarring that your craft will flip to this color in a split second, whereas the heatshields have a much better fade-in to their charring effect. The black texture has got to be a bug, I just can't see it as being intentional as its so black, its like vantablack. See screenshot.

#### Reproduction:

1. Take any of the spherical capsules and give it some kind of deorbit propulsion. Remove ablator.
2. Launch
3. Cheat to orbit around Kerbin
4. De-orbit
5. Watch the capsule flip its color to black at a given point.

#### Solution:

The solution depends on the intentions of the developer. I feel like this is supposed to be a gradually charring effect similar to the heatshields. In that case the fade is broken and it goes immediately to 100% charred vantablack. Perhaps it should only be applying 26% (or some percent <100) of that black layer over the regular grey texture to achieve a charring look.

#### History

##### #1 - 07/21/2020 03:03 PM - Robert.Keech

- Status changed from New to Confirmed
- Assignee set to Robert.Keech
- % Done changed from 0 to 10

##### #3 - 08/14/2021 11:29 PM - klesh

KSP 1.12.2 Readme wrote:

- Fix the Onion, Pea, and Pomegranate instantly turning black during reentry effects.

I had a test of this today, and indeed it appears to be fixed. Thank you so much Squad. <3

#### Files

|                      |        |            |       |
|----------------------|--------|------------|-------|
| 20200717114630_1.jpg | 194 KB | 07/17/2020 | klesh |
| 20200717105230_1.jpg | 286 KB | 07/17/2020 | klesh |