

Kerbal Space Program - Bug #26840

OverlayGenerator sometimes reuses textures

12/16/2020 07:48 AM - ancassid

Status:	New	Start date:	12/16/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Planetarium		
Target version:			
Version:	1.10.1	Language:	English (US)
Platform:	OSX, Windows	Mod Related:	Yes
Expansion:	Core Game		

Description

OverlayGenerator sometimes ends up reusing textures because it creates new ones without clearing their contents afterwards, which is not guaranteed to result in a blank texture in Unity. This results in textures being smeared onto scaledspace planets that should be there (see <https://github.com/drewcassidy/KSP-Conformal-Decals/issues/28>).

History

#1 - 03/11/2021 04:50 AM - paul.boyle

- Mod Related changed from No to Yes