

Kerbal Space Program - Bug #26891

Lights generated by crafts don't cast shadows.

12/19/2020 10:52 AM - Anth12

| | | | |
|---|-----------|---------------------|--------------|
| Status: | New | Start date: | 12/19/2020 |
| Severity: | Low | % Done: | 0% |
| Assignee: | | | |
| Category: | Graphics | | |
| Target version: | | | |
| Version: | 1.11.0 | Language: | English (US) |
| Platform: | Windows | Mod Related: | No |
| Expansion: | Core Game | | |
| Description | | | |
| Steam KSP 1.11.0 + DLCs (No Mods) | | | |
| The screenshot shows that light sources from a craft have the following issues: | | | |
| <div>1. They don't cast shadows via the craft they are connected to.</div> <div>2. They don't cast shadows when the light contacts other crafts.</div> <div>3. The light actually passes right through the craft and other crafts onto the ground</div> | | | |

History

#1 - 01/17/2021 04:20 AM - ancassid

Shadows are unity lights are graphically expensive, this is probably intentional

#2 - 01/17/2021 10:17 AM - Anth12

Wouldn't mind some feedback from Squad at least.
Not sure if I would have said anything if there weren't new lights in the game.

Others have said the same about them being graphically taxing, its just not realistic the way it is.

Files

| | | | |
|-----------------|---------|------------|--------|
| screenshot8.png | 2.18 MB | 12/19/2020 | Anth12 |
|-----------------|---------|------------|--------|