Kerbal Space Program - Bug #26907

Silver Fairing part expansion creates weird transparency issues

12/21/2020 10:47 PM - NotSoCommonSense

Status:	New	**Start date:**	12/21/2020
Severity:	Low	**% Done:**	0%
Assignee:			
Category:	Fairings		
Target version:			
Version:	1.11.0	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:	Core Game		

Description

When hovering the mouse over a fairing, the fairing expands to be able to see inside it. When doing this with the silver variant of the fairing, it causes most parts inside the fairing to be transparent behind the fairing pieces. It's hard to explain by words, this video explains it well: https://streamable.com/x6pyyh I apologize that I couldn't upload the video via the built in file upload feature but the file size was too big and when I did manage to compress it, attempting to upload it would just give me a vague error message.

History

#1 - 12/24/2020 07:31 AM - ancassid

This is caused by the shiny shader on the fairing not being a transparent shader