

Kerbal Space Program - Bug #27066

Highlighting doesnt update when part is repaired

01/16/2021 05:34 AM - ancassid

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|------------------------|-----------|---------------------|--------------|
| Status: | New | Start date: | 01/16/2021 |
| Severity: | Low | % Done: | 0% |
| Assignee: | | | |
| Category: | Graphics | | |
| Target version: | | | |
| Version: | 1.11.0 | Language: | English (US) |
| Platform: | OSX | Mod Related: | No |
| Expansion: | Core Game | | |

Description

When a part is repaired and hovered over, the debris left behind still gets highlighted, while the replacement meshes from the repair do not

Files

| | | | |
|--|---------|------------|----------|
| Screen Shot 2021-01-15 at 9.19.30 PM.png | 1.59 MB | 01/16/2021 | ancassid |
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