

Kerbal Space Program - Bug #27145

EVE and Tylo biome maps need correcting

01/26/2021 11:58 AM - wile1411

Status:	New	Start date:	01/26/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Biomes		
Target version:			
Version:	1.11.0	Language:	English (US)
Platform:	Linux, OSX, Windows	Mod Related:	No
Expansion:	Core Game		

Description

EVE has a biome called 'Craters' listed on it's biome color reference.

Looking at the EVE biome map and the biome color identifiers, the reason for craters not showing up is due to the Craters & Impact_Ejecta both having the same color code.

color = 0.654901981,0.396078438,0.980392158,1 // RGBA [167, 101, 250, 255]

As the EVE biome map doesn't have a unique color for the Craters biome - it gets seen as Impact_Ejecta

Correcting the color code for the Craters biome AND updating the EVE biome texture map to reference the new color would fix this.

Also:

Tylo, has two instances of 'Gagarin Crater' biome in the biome map. Tylo also have a color reference for a 'Grissom Crater', but there is nothing on the biome map with this color.

For the Tylo issue, the required update would be to change the Tylo biome texture to one of the craters mentioned in the original report to the color of the Gagarin Crater biome.

Below color for Gagarin Crater missing from biome map:

color = 0.58431375,0.388235301,0.274509817,1 //RGBA [149, 99, 70, 255]

Original report of issue

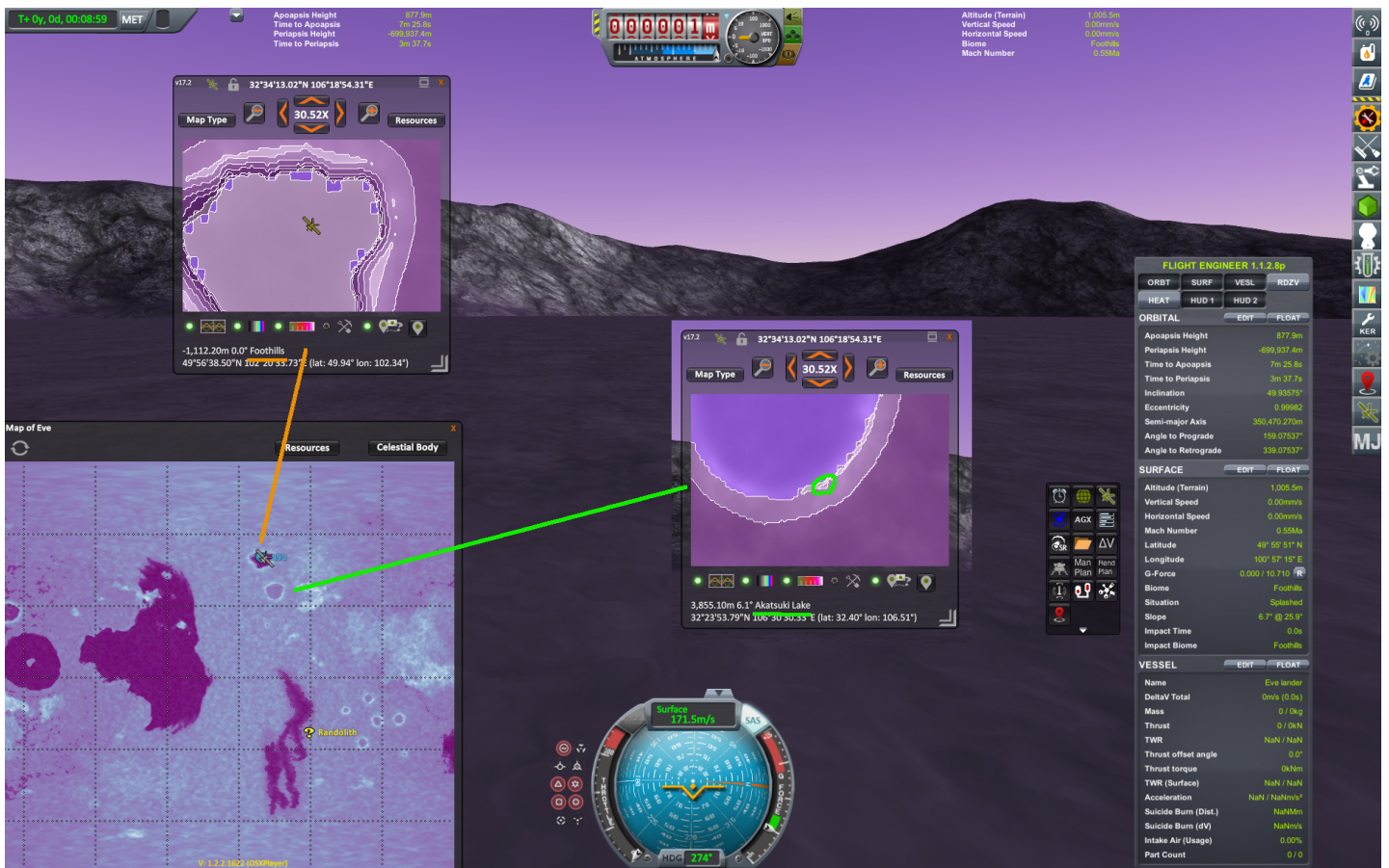
<https://bugs.kerbalspaceprogram.com/issues/13965>

History

#1 - 01/28/2021 04:57 PM - AYes

- File 8YqLuke.png added

- File ryW0J7c.png added



#2 - 02/02/2021 12:44 AM - jukkamuhonen@hotmail.com

Yes this is nasty when you get missions to get science and you decide best place to get those sciences are those biomes mentioned on mission descriptions, but then you find out they doesn't exist. The objects are at their corresponding biomes, just have to Google where those biomes are.

#3 - 02/02/2021 01:30 AM - Dunbaratu

Where does the stock game show you colors for biomes? I would be surprised to find that there's colors defined for biomes in stock when the only place I ever saw biomes get drawn is with mods like ScanSat.

#4 - 02/02/2021 01:45 AM - wile1411

Stock has a colour display that projects over the planet when in map mode. The biomes are defined in the API. Information was initially grabbed using a Kopernicus kittopia-dumps (with no planet packs installed).

<https://github.com/Kopernicus/kittopia-dumps/blob/master/Configs/Kerbin.cfg>

This was verified in the current KSP version with looking at the public API values.

#5 - 02/04/2021 06:09 AM - Dunbaratu

wile1411 wrote:

Stock has a colour display that projects over the planet when in map mode.

I know that isn't the point of this ticket, but could you tell me where that is? I've only ever seen that for Ore, not for Biome. It would be a useful feature but I thought biomes were always invisible except with mods.

#6 - 02/15/2021 02:31 PM - jukkamuhonen@hotmail.com

Dunbaratu wrote:

wile1411 wrote:

Stock has a colour display that projects over the planet when in map mode.

I know that isn't the point of this ticket, but could you tell me where that is? I've only ever seen that for Ore, not for Biome. It would be a useful feature but I thought biomes were always invisible except with mods.

ctrl+alt+f12 cheats you can find show biomes.

Files

8YqLuke.png	1.95 MB	01/28/2021	AYes
ryW0J7c.png	1.34 MB	01/28/2021	AYes