

Kerbal Space Program - Bug #27233

Stock Engine Plume broken since 1.11.1

02/06/2021 05:58 PM - Rakete

Status:	Confirmed	Start date:	02/06/2021
Severity:	Low	% Done:	10%
Assignee:	victorr		
Category:	Visual FX		
Target version:			
Version:	1.11.1	Language:	Deutsch (German), English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

Stock Engine Plume is broken since 1.11.1:

The engine exhaust does not match the current throttle of the engine:

See picture: The terrier has just little exhaust, even if set to 100% throttle.

The engine it self has no thrust limiter set, meaning it should show full exhaust plume.

It's not just on the terrier engine. As far as I see, it's EVERY Stock engine. The terrier as shown in the picture is just one example.

Visual annoyance. Please fix it soon.

History

#1 - 02/07/2021 02:42 PM - klesh

I can confirm this, though it appears permissions to set things to "confirmed" etc have been removed.

#2 - 02/07/2021 11:51 PM - Anth12

We lost that ability when at least 2 different people changed bug reports with spam type information

#3 - 02/09/2021 05:15 PM - victorr

- Assignee set to victorr

#5 - 02/09/2021 06:24 PM - arthur.garza

- File KSP 27233 - Confirm.jpg added

This issue is confirmed to occur. Engine plumes on stock engines will display with subdued VFX when compared visually to 1.10.1 engine plumes.

#6 - 02/09/2021 06:36 PM - arthur.garza

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#8 - 02/13/2021 12:30 PM - _Forgive_

Same here. Ruined my video of Eve expedition :(

#9 - 03/17/2021 09:11 PM - Rakete

Still not fixed on 1.11.2

Stopped playing KSP due to this immersion killer.

#10 - 04/10/2021 06:08 PM - Whoop_whoop_pull_up

More details: based on my 1.11 gameplay experience, it looks like the plumes display normally from 0% to 50% thrust, but, at thrust settings greater than 50%, the plumes' VFX is stuck at the 50%-thrust exhaustiness.

Also, it looks like airbreathing jet engines (that produce plumes at all - i.e., Panther [wet mode], Whiplash, and Rapier) *might* be unaffected, but I'm not 100% sure on that.

#11 - 06/24/2021 05:46 PM - Gitamox

Rakete wrote:

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Visual annoyance. Please fix it soon.

Not corrected in 1.12

#12 - 07/02/2021 05:14 PM - Gitamox

Apparently, since 1.12 for the Terrier engine, the bug looks like fixed, this is the only engine I've found for the glitch to be corrected, I hope other engine's plume will be fixed soon :D

#13 - 07/04/2021 07:55 PM - Rakete

Frustrating! Without nice plumes KSP is not playable for me. That's why I installed the waterfall mod, as the devs seem not to be interested in fixing this properly. I wrote in the original posting, that many engines are broken in that way.

#14 - 07/08/2021 07:04 PM - Rakete

Also all SRBs show weakened plume.

#15 - 07/19/2021 07:04 PM - Gitamox

Rakete wrote:

Also all SRBs show weakened plume.

Thats sad, I installed Waterfall to in order to make plume looks good, but I'de rather prefer playing without visual mod because my computer cannot handle hard mod.

I hope they will see it, I think they've saw it because the terrier is fixed, maybe they've just done a quick test before appling to every other engine, I hope ;D

Honestly when I look how many bug they are deeling with in the early days, I think they will correct this one :D

Files

Unbenannt.JPG	81.8 KB	02/06/2021	Rakete
KSP 27233 - Confirm.jpg	476 KB	02/09/2021	arthur.garza