

Kerbal Space Program - Bug #28023

1.12 Default flad on craft Brocken

06/24/2021 05:52 PM - Gitamox

Status:	New	Start date:	06/24/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Graphics		
Target version:			
Version:	Next Release	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

When we use the default flag for our craft, picture appears like oversized (sorry for mistakes I'm french) and I don't find 1.12 in the version selector, then sorry

History

#1 - 06/24/2021 06:30 PM - Gitamox

Default "Flag" not "flad" sorry :D

#2 - 06/24/2021 09:10 PM - Anth12

- File screenshot14.png added

- File screenshot15.png added

- File screenshot16.png added

Confirmed.

Seems to be the Mk3 Pod that might be the problem

Transparency seems to be the problem.

Doesnt happen in 1.11.2

Files

Capture d'écran (15).png	2.35 MB	06/24/2021	Gitamox
Capture d'écran (16).png	2.37 MB	06/24/2021	Gitamox
screenshot14.png	2.58 MB	06/24/2021	Anth12
screenshot15.png	2.47 MB	06/24/2021	Anth12
screenshot16.png	2.54 MB	06/24/2021	Anth12