

Kerbal Space Program - Bug #28203

MK7 protective nosecone faulty normal map

07/06/2021 09:09 PM - Manwith_NoName

Status:	Confirmed	Start date:	07/06/2021
Severity:	Low	% Done:	10%
Assignee:			
Category:	Graphics		
Target version:			
Version:	1.12.0	Language:	English (US)
Platform:	Linux, Windows	Mod Related:	No
Expansion:	Core Game		

Description

The normal map for the MK7 protective nose cone v2 and now "v3" is not correct for the base / mounting surface. This has been an issue since the part was initially remodelled some time ago.

I've put the status as new because I searched for this issue and didn't find it. I've also marked it as version 1.12 despite it being present for a while. It likely affects all versions to but I've only checked Windows.

History

#1 - 07/06/2021 09:15 PM - Manwith_NoName

Ach, forgot to mention it's only the orange foam variant.

#2 - 07/08/2021 03:12 PM - Technicalfool

- Status changed from New to Confirmed

- % Done changed from 0 to 10

- Platform Linux added

There is some noticeable oddness on the backplate, especially when the part is highlighted.

#3 - 07/09/2021 03:39 PM - Manwith_NoName

I can see what has happened. Someone tried to save time by copying and pasting this area from another normal / height map (the one applied to the other variants) so the UV map and diffuse texture don't match the "coordinates".

Files

KSP_112_Bug_MK7_Normal.jpg	448 KB	07/06/2021	Manwith_NoName
----------------------------	--------	------------	----------------