

Kerbal Space Program - Bug #4767

Tourist Portraits are glitchy

04/27/2015 10:20 PM - MalfunctionM1Ke

Status:	Closed	Start date:	04/27/2015
Severity:	Low	% Done:	100%
Assignee:			
Category:	Camera		
Target version:			
Version:	1.0	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

As you can see on the attached Picture, there is something inside the Models of the Tourists Helmets that tends to occlude their faces.

History

#1 - 07/27/2015 05:57 PM - Squelch

- Platform Win32 added
- Platform deleted (Windows)

#2 - 11/24/2015 03:32 PM - MalfunctionM1Ke

- File 1.0.5.jpg added

Also occurring in 1.0.5

#3 - 07/17/2016 09:40 AM - TriggerAu

- Status changed from New to Needs Clarification

#4 - 11/01/2016 12:44 PM - TriggerAu

- Status changed from Needs Clarification to Closed
- % Done changed from 0 to 100

Not able to repro in 1.2 and no update. Closing this one out. Thanks

Files

2015-04-28_00001.jpg	301 KB	04/27/2015	MalfunctionM1Ke
1.0.5.jpg	215 KB	11/24/2015	MalfunctionM1Ke