

Kerbal Space Program - Bug #5352

Graphical Glitch with Grabber and Temperature Overlay

08/27/2015 05:56 PM - Distjubo

Status:	Needs Clarification	Start date:	08/27/2015
Severity:	Low	% Done:	0%
Assignee:			
Category:	Camera		
Target version:			
Version:	1.0.4	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

The Advanced Grabbing Unit looks a bit weird when the temperature overlay is enabled.

History

#1 - 08/28/2015 03:33 PM - Distjubo

Sorry, I was (and I am) in a hurry. I got some more info: The middle section of the claw doesn't appear to be covered with the overlay colors.

#2 - 08/29/2015 12:19 PM - rudi1291

- File *heatoverlay.png* added

- Status changed from *New* to *Confirmed*

- % Done changed from *0* to *10*

I noticed this on the 88-88 antenna. When extended, its inside is not covered.

The claw looks like its base and middle section are not covered.

I also tested some other moving parts, they are not affected. Found only claw and 88-88 antenna to be affected.

Anyway, i don't know if the heat overlay is anything more than a debug feature...

#3 - 07/17/2016 09:39 AM - TriggerAu

- Status changed from *Confirmed* to *Needs Clarification*

- % Done changed from *10* to *0*

Files

heatoverlay.png	126 KB	08/29/2015	rudi1291
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