Kerbal Space Program - Bug #5521

Immediate fairing displacement and transparency when clicking the Save button is copied to the ship's thumbnail

10/08/2015 11:02 PM - Kasuha

Status:	Needs Clarification		**Start date:**	10/08/2015
Severity:	Low		**% Done:**	0%
Assignee:				
Category:	Gameplay			
Target version:				
Version:	1.0.4		**Language:**	English (US)
Platform:	Any		**Mod Related:**	No
Expansion:				

Description

I created a ship awith payload inside a fairing and saved it three times under various zooms, implying various transparency and displacement of the fairing. The three thumbnails follow actual state of the fairing.

Expected outcome: thumbnail should not be affected by placement of mouse pointer relative to the ship when saving. A save of the same ship should have the same thumbnail. Fairing should be drawn closed and either opaque or evenly translucent to reveal the payload.

Refer to attached screenshots.

History

#1 - 07/17/2016 09:39 AM - TriggerAu

- Status changed from New to Needs Clarification

#2 - 10/15/2016 07:09 PM - Kasuha

Bug is still present in 1.2

Files

screenshot182.png	1.51 MB	10/08/2015		Kasuha
screenshot181.png	1.58 MB	10/08/2015		Kasuha
screenshot184.png	1.62 MB	10/08/2015		Kasuha
screenshot183.png	1.71 MB	10/08/2015		Kasuha