

Kerbal Space Program - Feedback #6912

Allow rescaling of rocket engine plume/particle effect.

02/08/2016 05:42 AM - Mossarelli

Status:	Needs Clarification		
Severity:	Low		
Assignee:			
Category:			
Target version:			
Version:	1.0.5	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

In the config file for a rocket engine and jet engine, you can set the emission and speed values of the particle effect, just as you can in the Unity Editor.

However, you can't set the size of the effect, even though the value is right next to emission and speed.

EFFECTS

```
{
  running_closed
  {
    PREFAB_PARTICLE
    {
      size = 0.0 0.0
      size = 0.01 0.1
      size = 1.0 0.67

      scale = 0.0 0.0
      scale = 0.01 0.1
      scale = 1.0 0.67
    }
  }
}
```

If there's a way to rescale the plume but it's undocumented, please document it on the Wikipedia:

http://wiki.kerbalspaceprogram.com/wiki/CFG_File_Documentation#FX_definitions

And no excuses about rescaling particle effects looks bad. I run the game on less than quarter texture quality and I don't complain. A mod is a mod.

History

#1 - 07/17/2016 09:43 AM - TriggerAu

- Status changed from New to Needs Clarification

Files

Rocket.png	357 KB	02/08/2016	Mossarelli
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