

Kerbal Space Program - Bug #7308

Mk2 cockpits don't render flag alpha transparency correctly

03/11/2016 11:15 AM - Kasuha

Status: Confirmed	Start date: 03/11/2016
Severity: Very Low	% Done: 10%
Assignee:	
Category: Buildings	
Target version:	
Version: 1.0.5	Language: English (US)
Platform: Windows	Mod Related: No
Expansion:	

Description

Originally reported on reddit:

https://www.reddit.com/r/KerbalSpaceProgram/comments/49y6vz/minor_aesthetic_bug_with_flags_on_mk2_cockpits/

Flags with alpha transparency (including stock flags) are not rendered correctly on Mk2 cockpits and Twin-Boar engine.

Refer to attached screenshots showing difference between flag rendering on the mentioned parts and Mk1 lander can.

Also while checking all parts with flags, I noticed that the Rhino engine has a flag decal configured but I didn't find it anywhere on the part.

History

#1 - 07/17/2016 09:44 AM - TriggerAu

- Status changed from New to Needs Clarification

#2 - 07/22/2016 05:46 AM - bewing

- File *decal_test.craft* added

- File *screenshot23.png* added

- Status changed from Needs Clarification to Updated

- % Done changed from 0 to 10

Updated for 1.1.3. The inline cockpit has been fixed to have a nice flag. The flags on the MK2 cockpit and twinboar are still yicky, and the one on the rhino is still missing.

So whatever Porkjet did to fix the one on the inline cockpit needs to be done to the others.

#3 - 07/22/2016 12:11 PM - Gaarst

- Status changed from Updated to Confirmed

Same as this bug report I wrote: <http://bugs.kerbalspaceprogram.com/issues/10078>

Confirmed and still exists on 1.1.3.

Files

screenshot39.png	1.26 MB	03/11/2016	Kasuha
screenshot38.png	800 KB	03/11/2016	Kasuha
decal_test.craft	34.5 KB	07/22/2016	beving
screenshot23.png	1.51 MB	07/22/2016	beving