

Kerbal Space Program - Bug #9379

Underwater parts become invisible when highlighted

04/21/2016 09:59 AM - Kirk

Status:	Needs Clarification	Start date:	04/21/2016
Severity:	Low	% Done:	0%
Assignee:			
Category:	Camera		
Target version:			
Version:	1.1.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

See the screenshot.

History

#1 - 04/21/2016 09:59 AM - Kirk

- File 20160421115010_1.jpg added

#2 - 04/21/2016 07:09 PM - Lysius

Might be related to/ duplicate of Bug [#9329](#)

#3 - 04/27/2016 09:54 PM - bewing

- Status changed from New to Confirmed

- % Done changed from 0 to 10

It's certainly very similar to 9329, since the graphical behavior seems to be that the part is being "shown" with 100% transparency.

#4 - 07/17/2016 09:47 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

Files

20160421115018_1.jpg	132 KB	04/21/2016	Kirk
20160421115010_1.jpg	129 KB	04/21/2016	Kirk