

Kerbal Space Program - Bug #9440

Level 2 VAB floor decals clip into the floor at certain camera angles

04/23/2016 07:50 AM - Kirk

Status:	Needs Clarification	Start date:	04/23/2016
Severity:	Very Low	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.1.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

See the screenshot. High viewing angles and zooming out each have differing effects, sometimes the decals clip away entirely, sometimes they z-fight.

History

#1 - 07/17/2016 09:47 AM - TriggerAu

- Status changed from New to Needs Clarification

Files

20160423061616_1.jpg	406 KB	04/23/2016	Kirk
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