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Grab them all and drop them in your Unity editor project Assets folder somewhere; they will become available as shader options for materials. Note that KSP-PartTools does not support loading of models exported with those shaders, but it can let you know what to expect from their use in-game. Some of them may or may not be fully functional yet; I'm still working on cleaning up a few and adding in support for the Unity-5 Standard Shader workflow as well.

Edited November 12, 2017 by Shadowmage

Quote

HebanSan likes this

SSTU
Low Part Count Solutions
Lifters, Orbiters, Landers, Stations
Modular Parts and Modular Rockets
(Developer)

Kerbal Foundries
Wheels, Tracks, Landing Gear
Anti-Grav Repulsors.
Re-Inventing the Wheel.
(Developer)

KSPRescuePodFix
Stop contracts from spaw.
Kerbals in parts with no ha
(Developer)

harrisjosh2711

Posted November 12, 2017

My vote for modder of the year award....

Quote

Mecrisp likes this

Members
620 881
About me: Dragon Rider

Electrocutor

Posted November 12, 2017

Thank you for the pointers. I'm still unable to get any reflections though. Plus, setting the texture to 100% black ends up making it gray?

Members
654 683
About me: Tinkerer

```
KSP_MODEL_SHADER
{
        name = Glass
        model = Squad/Parts/Command/Mk1-2Pod/model
        TEXTURE
        {
                shader = SSTU/PBR/StockMetallicBumped
                mesh = SideWindow
                mesh = FrontWindow

                texture = _MainTex,black
        }
}
```

Quote

Shadowmage

Author

Posted November 12, 2017

> On 11/12/2017 at 6:26 PM, Electrocutor said:
>
> Thank you for the pointers. I'm still unable to get any reflections though. Plus, setting the texture to 100% black ends up making it gray?

Members
6,838 4,46
About me: Sr. Spacecraft Engineer

In order to get reflections, you will need to enable the reflections in config; a simple patch to do so is:

```
@REFLECTION_CONFIG[default]
{
        %enabled = true
}
```

As far as the config goes, the texture definition needs to include the path of the texture relative to GameData folder. You might also need to supply a metallic map for the shader to work properly. An example might be, if your textures were located in GameData/PBRTest/Assets/<texture files>:

```
KSP_MODEL_SHADER
{
        name = Glass
        model = Squad/Parts/Command/Mk1-2Pod/model
        TEXTURE
        {
                shader = SSTU/PBR/StockMetallicBumped
                mesh = SideWindow
                mesh = FrontWindow
                texture = _MainTex, PBRTest/Assets/black
                texture = _MetallicGlossMap, PBRTest/Assets/metalMask
        }
}
```

(they gray you are seeing is likely because it was not finding the texture)

Quote

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Electrocutor

Posted November 12, 2017 (edited)

"white", "black", "red", and "bump" are internal unity keyword textures. (1,1,1,1) (0,0,0,0) (1,0,0,0) (0.5,0.5,1,0.5)

but it seems like you are actually looking for a file named "black" or "white" and if not, don't set it?

Thanks for helping with turning reflections on; I had thought they were enabled by default.

Edited November 12, 2017 by Electrocutor

Quote

Members
654 683
About me: Tinkerer

Agustin

Posted November 12, 2017

I have to do something to change direct9 to dx11 or opengl? Although textures did go wrong last timme I touched something about that....

Quote

Members
161 827

Electrocutor

Posted November 12, 2017

> On 11/12/2017 at 8:13 PM, Agustin said:
>
> I have to do something to change direct9 to dx11 or opengl? Although textures did go wrong last timme I touched something about that....

Members
654 683
About me: Tinkerer

Add -force-d3d11 at the end of your KSP shortcut, after .exe.

Quote

Shadowmage

Author

Posted November 12, 2017

> On 11/12/2017 at 8:13 PM, Agustin said:
>
> I have to do something to change direct9 to dx11 or opengl? Although textures did go wrong last timme I touched something about that....

Members
6,838 4,46
About me: Sr. Spacecraft Engineer

[redacted] has the correct answer for activiating DX11

And keep in mind that this mod, by itself, does nothing. It is simply a framework that makes the shaders available for other mods to use.

Quote

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Foozle

Posted November 12, 2017

This is very nice, indeed. And widely applicable which is just as important. A lot of mods could benefit from it.

Do you have any plans for a 1.3-compatible version, or would that require work beyond a simple recompile?
I ask because I'm still on 1.3, waiting for more of the mods I use to be updated to 1.31.
I already have a 1.3-version of TST and would very much like to be able to try out the Webb.

Quote

bcink likes this

Members
36 74

Shadowmage

Author

Posted November 12, 2017 (edited)

> On 11/12/2017 at 8:33 PM, Foozle said:
>
> Do you have any plans for a 1.3-compatible version, or would that require work beyond a simple recompile?

Members
6,838 4,46
About me: Sr. Spacecraft Engineer

I don't think there is anything in the plugin that would prevent it from working on KSP 1.3. You can always give it a try (AVC might complain, but it should still load and function)

(i.e. it shouldn't even need a recompile, but I haven't tested it)

Edited November 12, 2017 by Shadowmage

Quote

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(Developer)

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(Developer)

vossiewulf

Posted November 12, 2017

> On 11/12/2017 at 5:05 PM, harrisjosh2711 said:
>
> My vote for modder of the year award....

Members
472 789

You don't know the half of it

This is NOT something Mage has been working on for a year, or even many months, he has developed this starting from a simple suggestion I made based on my own experience that he should give Substance Painter/Substance Designer a try and see if he could apply it to his mod um... **just a bit over a month ago.**

It started here on October 5th, when I posted some of my non KSP work offering to do a little modeling as possible for SSTU, and explaining I use MAX/Tailrow/Substance Painter as my main workflow. He asked whether I thought Substance Painter was worth it, I replied here with some more examples of my work showing what could be done with an emphatic YES, anyone involved in texturing who can afford to do so should grab a Substance Painter license, they're on a reasonable subscription model now that doesn't require $200+ upfront outlay.

I gave him some very basic explanations and suggestions once he dove into Substance Painter, but it was very minimal - he's picked it up like the proverbial fish to water, and if he isn't already he'll be way ahead of me shortly. And many more good things are coming since he's diving headfirst into Substance Designer also, someone who really fully understands the tapestry of functionality that those two create can do some pretty amazing things.

So it's been zero to KSP-changing shader release in basically one month. Also keep in mind that he could have just used this for SSTU, there was no requirement to package all of this and provide the required documentation so that other modders could make use of it. **He's put in considerable work just so he could make his breakthrough available to everyone.**

So yes, modder of the year, and one of those guys who you just have to point at a problem and hand him the tools he'll need and then get the hell out of the way.

Quote

paranchist, Commander Zoom, sejr-swis and 12 others like this

Electrocutor

Posted November 12, 2017

While I am digging through the stock textures, one thing has become obvious: Squad did not make nor save the normal maps correctly. Even just opening them and re-saving them properly makes the parts look twice as good.

Quote

Shadowmage and Nightside like this

Members
654 683
About me: Tinkerer

Foozle

Posted November 12, 2017

> On 11/12/2017 at 8:44 PM, Shadowmage said:
>
> I don't think there is anything in the plugin that would prevent it from working on KSP 1.3. You can always give it a try (AVC might complain, but it should still load and function)
>
> (i.e. it shouldn't even need a recompile, but I haven't tested it)

Members
36 74

Ah, OK. Good to know.
I'm a bit leery of dll files compiled for versions higher than what I'm running – they tend to be rather crashy.

Will let you know how it goes.

Quote

Shadowmage likes this

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