

Kerbal Space Program - Feedback #11091

UI scale option

09/04/2016 05:27 PM - kotan

Status:	Acknowledged		
Severity:	Low		
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	PS4 - 1.1.0	Language:	English (US)
Platform:	PS4	Mod Related:	No
Expansion:			

Description

As you may know, many play consoles on monitors. A lot of games with customizable UI take this into account and give players the ability to not only scale UI up but down too. It would be great to see this option implemented especially for the nav ball. it takes good quarter+ of the screen on 24" monitor.

Expected result:

Add UI scaling lower than 100%.

History

#1 - 01/16/2018 04:09 AM - bewing

- Status changed from New to Acknowledged