

Kerbal Space Program - Bug #1143

Impossible to build/load rockets / out os scale unattachable parts

07/27/2013 06:38 AM - Caio

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|------------------------|----------|---------------------|--------------|
| Status: | Closed | Start date: | 07/27/2013 |
| Severity: | Unworthy | % Done: | 100% |
| Assignee: | | | |
| Category: | | | |
| Target version: | | | |
| Version: | 0.21.1 | Language: | English (US) |
| Platform: | Linux | Mod Related: | No |
| Expansion: | | | |

Description

When I try to build a rocket, the pieces do not attach and they also have ridiculous wrong scale

If I try to load a ship nothing appears

If I load a ship (and nothing appears) and I go to the launch platform, I end up instantly in orbit but without a ship

I am running under linux (fedora 19 64bits, KDE)

No mods

0.21.0 and 0.21.1

stand alone game (not steam)

I have a NVIDIA Corporation GF108M [GeForce GT 630M]

I've tried with and without bumblebee (optirun)... meaning I've tried both with nvida and with the onboard graphical card (core i5)

History

#1 - 07/27/2013 11:45 AM - Anonymous

- Status changed from New to Closed

- Severity changed from Critical to Unworthy

- % Done changed from 0 to 100

Fedora is not supported unfortunately and so bug reports for this OS are of no use. Your best bet is the Linux compatability thread on the forums:

<http://forum.kerbalspaceprogram.com/showthread.php/24529-The-Linux-compatibility-thread!>

Files

scaleIssues2.png

1.11 MB

07/27/2013

Caio