

Kerbal Space Program - Bug #1150

Impossible to build/load rockets / out os scale unattachable parts (ubuntu) !

07/28/2013 11:56 AM - Caio

Status:	Closed	Start date:	07/28/2013
Severity:	Low	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.21.1	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			

Description

I've reported before but it was dismissed because it was not a debian based SO... so I've installed ubuntu... and the bug persists

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 (**Ubuntu** 13-04 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 - 07/29/2013 06:52 AM - sal_vager

- Severity changed from Critical to Low

Delete your settings.cfg file and start KSP with:

```
LC_ALL=C ./KSP.x86
```

;)

#2 - 08/16/2013 08:20 AM - Ted

- Category set to Gameplay

#3 - 11/20/2015 12:40 PM - sal_vager

- Status changed from New to Resolved

- % Done changed from 0 to 100

Not reproducible in the current Linux build (1028)

#4 - 07/17/2016 09:18 AM - TriggerAu

- Status changed from Resolved to Closed

Files

scaleIssues2.png

1.11 MB

07/28/2013

Caio