

Kerbal Space Program - Bug #1165

Black flashes while getting close to surface of kerben, also while entering kerben.

07/31/2013 01:36 PM - cube

Status:	Closed	Start date:	07/31/2013
Severity:	Very Low	% Done:	100%
Assignee:			
Category:	Camera		
Target version:			
Version:	0.21.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

ok, so i get black flashes while flying a plane or any thing from about 4000m to about 800-1900m i have made a youtube video of it. Video card is 6990m Pro 2670qm i7 8gb ram ddr3 hd 7200rpm 500gb here is The Youtube video of it happening , its only 1 min long. I used 2 different jets to make sure it wast one particular the jets were also stock. So to recreate i just have to fly up and the go down close to the ground, i think its a rendering thing. not sure , i also tried the debug thing but nothing was amiss. Also here is the Youtube link: <https://www.youtube.com/watch?v=uXs9NEjlxQY&feature=youtu.be> hope this helps. i will try and keep up with this if you have any more questions.

History

#1 - 08/16/2013 08:16 AM - Ted

- Severity changed from Normal to Very Low

Hmm, could you try updating your GPU drivers? Issues such as these can often be attributed to that.

#2 - 08/16/2013 09:14 AM - Ted

- Category set to Gameplay

#3 - 08/16/2013 09:14 AM - Ted

- Category changed from Gameplay to 30

#4 - 08/17/2013 02:19 AM - truffid_hunter

I've been getting black flashes about 4.5km above Minmus.

linux 32 bit, nVidia Go 7300 w/ 304.64 driver: the latest and last version that supports this card

#5 - 09/03/2013 12:13 PM - sr

Could you please try to disable VSync and see if the problem goes away?

In the main start screen under Settings -> Graphics -> V Sync click the left arrow until "Don't Sync" appears.

Thanks!

#6 - 09/03/2013 12:15 PM - sr

- Status changed from New to Need More Info

#7 - 09/05/2014 11:08 AM - Squelch

- Status changed from Need More Info to Closed

- % Done changed from 0 to 100

This looks like a graphics driver issue that has possibly been resolved in patches to KSP and driver since. Closing due to age and lack of feedback.