

Kerbal Space Program - Bug #1195

Individual characters are vertically and horizontally shifted in some text fields

08/08/2013 08:55 AM - Anonymous

Status:	Closed	Start date:	08/08/2013
Severity:	Low	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	0.21.1	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			

Description

I'm not quite sure how to specifically describe it, but text characters aren't straight when in space. Picture below for explanation.

!!

History

#1 - 08/16/2013 10:16 AM - Ted

- Category set to 36

#2 - 08/30/2013 10:46 PM - imjustmatthew

- File Kazam_screenshot_00000.png added

- Subject changed from Jumbled text in-space to Individual characters are vertically and horizontally shifted in some text fields

- Status changed from New to Duplicate

- % Done changed from 0 to 100

Possibly an OpenGL issue.

This occurs in all stages of flight on the part dialogs, not just in space. This also occurs in some places at KSC including the VAB action groups and crew selection, and in the astronaut complex.

This seems to happen to certain letters on each screen, but not the same set of letters every time or on each screen. For example on the last run all of "hdJM" in the Astronaut Complex; "SgCBktG" in the VAB action groups. A screenshot of the VAB is attached.

System Info:

```
Linux 3.8.0-29-generic #42-Ubuntu SMP Tue Aug 13 19:40:39 UTC 2013 x86_64 x86_64 x86_64 GNU/Linux
```

GPU:

```
Product Name : GeForce GTX 460
```

```
VBIOS Version : 70.04.2E.00.70
```

```
Total : 1023 MB Used : 611 MB Free : 412 MB
```

```
Free Memory: 12020MB (37.4187%)
```

Software versions:

```
KSP build id = 276 2013-07-25_15-23-00 Branch: master
```

```
Mono JIT compiler version 2.10.8.1 (Debian 2.10.8.1-5ubuntu1)
```

#3 - 08/30/2013 10:55 PM - Anonymous

Which bug is this a duplicate of?

#4 - 08/31/2013 02:33 PM - imjustmatthew

It's a duplicate of #391 and #923 which are in the other tracker, and seems to be related to OpenGL vs DirectX. #391 was deferred, #923 is still open and the devs are aware of the issue. It's still unclear whether this is a KSP bug or a Unity3d bug or when it will get development time.

#5 - 08/31/2013 02:34 PM - Ted

- Status changed from Duplicate to Confirmed

- % Done changed from 100 to 10

Accidentally marked, apologies for that.
It's worth noting that this was seen on Windows in past version of KSP ~0.17.
By the way, don't worry if you can't access the above linked issues as they're on other private projects.

#6 - 08/31/2013 07:45 PM - sr

Tedd, what graphics card/chip are you using, and with which driver (and version)?

#7 - 08/31/2013 07:49 PM - Anonymous

Hi sr, I'm using two GTX 460s in SLI with the proprietary NVIDIA driver (version 325.15)

#8 - 11/20/2015 12:34 PM - sal_vager

- *Status changed from Confirmed to Resolved*

- *% Done changed from 10 to 100*

This was fixed for 1.0

#9 - 07/17/2016 09:18 AM - TriggerAu

- *Status changed from Resolved to Closed*

Files

firefox addons1.jpg	104 KB	08/08/2013	Anonymous
Kazam_screenshot_00000.png	2.07 MB	08/30/2013	imjustmatthew