

Kerbal Space Program - Bug #1197

Graphics flickering at higher rendering quality settings

08/10/2013 11:42 PM - LFransson

Status:	Not a Bug	Start date:	08/10/2013
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Camera		
Target version:			
Version:	0.21.1	Language:	English (US)
Platform:	OSX	Mod Related:	No
Expansion:			

Description

Graphics flicker - random shapes & colors - when rendering quality is set to anything higher than "Fast". The problem appears when viewing the KSC and when inside buildings that have a view of terrain. i.e., I don't see the problem when in the Space Center viewing active flights or in the Astronaut Complex. System is an iMac w/AMD Radeon HD 6770M 512 MB graphics, running OS X 10.8.4. I tried to get a screen capture, but my software will not capture the effect. Problem started after Steam upgraded the application to 0.21.1.

History

#1 - 08/11/2013 12:41 AM - LFransson

It still happens even when rendering quality is set to "fastest", but it happens much less frequently.

#2 - 08/11/2013 02:13 AM - LFransson

- File *bad.jpg* added

Removed and reinstalled application through Steam app. Application is now unusable when in VAB or viewing KSC. All textures, rendering, and video settings are set to lowest possible values - unable to find a setting that will cause any improvement. Finally captured screen badness. See uploaded screen shot.

#3 - 09/18/2013 04:52 AM - LFransson

- Status changed from *New* to *Not a Bug*

- % Done changed from *0* to *100*

Have launched the application multiple times and run for several hours since the last update. No recurrence. I made no changes to the system or installation. No idea why the problem is not recurring.

Files

bad.jpg	270 KB	08/11/2013	LFransson
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