Kerbal Space Program - Bug #13254

Flickering lines / graphics corruption in VAB/SPH

11/19/2016 12:16 AM - gkajmowi

Status:	New		**Start date:**	11/19/2016
Severity:	Low		**% Done:**	0%
Assignee:				
Category:	Camera			
Target version:				
Version:	1.2.1		**Language:**	English (US)
Platform:	Linux		**Mod Related:**	No
Expansion:				

Description

Started occurring in Pre-1.2.
Occurs in 1.2.0, 1.2.1.

build id = 01604
2016-11-01_18-08-40
Branch: master

garrett@ubuntu-desktop:~/KSP_linux$ cat /etc/lsb-release
DISTRIB_ID=Ubuntu
DISTRIB_RELEASE=16.04
DISTRIB_CODENAME=xenial
DISTRIB_DESCRIPTION="Ubuntu 16.04.1 LTS"

01:00.0 VGA compatible controller: NVIDIA Corporation GF108 [GeForce GT 630] (rev a1)

Occurs without mods.
Flickering is constant. That is, it's not a corrupt image which is static, but is flickering continuously, with or without camera movement.

History

#1 - 11/27/2016 09:23 AM - AlffromKerbal

I recently had something like this landing on Minmus. I'm running Linux Mint 18 (Ubuntu 16.04 base) and Xorg (ATI) driver. Found similiar topic in KSP forum.

Using startparameter **-force-glcore** fixed it.

#2 - 11/30/2016 04:11 AM - gkajmowi

I checked my current install and -force-glcore indeed works around the issue.

Files

screenshot53.png	2.41 MB	11/19/2016		gkajmowi
screenshot54.png	2.41 MB	11/19/2016		gkajmowi