

Kerbal Space Program - Bug #13536

Screenshots in Fullscreen mode do not work

01/06/2017 02:54 AM - lambaline

Status:	Unity Bug	Start date:	01/06/2017
Severity:	Low	% Done:	100%
Assignee:			
Category:	Application		
Target version:			
Version:	1.2.2	Language:	English (US)
Platform:	OSX	Mod Related:	No
Expansion:			

Description

It will return either a corrupted image consisting of static on a black background, a black image or the previous screenshot taken in windowed mode. I'm using a 2016 MacBook Pro with the 460 Radeon Pro graphics with LG's UltraFine 4K display. Works fine in windowed mode.

History

#1 - 01/09/2017 12:31 PM - sal_vager

- Status changed from New to Unity Bug

- % Done changed from 0 to 100

Hi lambaline, please make sure your resolution in KSP is the same as your desktop resolution when using fullscreen, this is a Unity bug that Squad can't fix, sorry.

#2 - 01/09/2017 09:29 PM - lambaline

I was actually able to "fix" it by enabling AMD-compatibility mode in the launcher as I normally use a 4K monitor and the game runs very slowly at 4K resolution

Files

screenshot0.png	4.84 MB	01/06/2017	lambaline
-----------------	---------	------------	-----------