Kerbal Space Program - Bug #2360

All Orbit Graphics Occasionally Disappear

04/06/2014 09:07 AM - Claw

Status:	Closed	**Start date:**	04/06/2014
Severity:	Normal	**% Done:**	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	0.23.5	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:			

Description

0.23.5.464

What happens:
Occasionally, all orbit tracks disappear when attempting to zoom out in the Map. When zooming in to view space about the size of Kerbin-Minmus orbit everything is there. Zooming out further, all the orbit tracks disappear (all planets, asteroids, ships, etc)

Steps to Recreate:
I'm not sure exactly what causes the problem, but I've run into it more than once. It seems related to the Full Screen graphics issues I reported before.

Here are the steps I did for the screenshot...
- Graphics resolution set to max
- In-flight GUI size set to HUGE
- Launch any ship and go to map mode
- Open the in-flight "Game Paused" menu setting and set the UI volume all the way down.

Workaround:
I'm able to fix the disappearing orbits by opening up the "Game Paused" menu, going to settings, then putting the UI volume all the way down. When I hit accept, the orbital graphics return.

I cannot use this fix if I used it to cause the problem.

Notes:
Another user (Simonh) reported the same problem here:
http://forum.kerbalspaceprogram.com/threads/75413-Orbit-tracks-of-my-ship-and-planets-are-invisible-when-zoomed-out

Related issues:

Has duplicate Kerbal Space Program - Bug #5911: Orbit Lines Disappear in Map ...	**Duplicate**	**11/10/2015**

History

#1 - 02/06/2015 02:18 PM - escitalopram

I recently witnessed vanishing orbit tracks, in the manner described, too, on KSP-0.90 this time. The description doesn't say on which platform the bug appeared, but I have a strong suspicion that it would be Linux or Mac: On many non-English locales, there have been a multitude of bugs that could be circumvented by starting KSP with LC_ALL=C.

So I started KSP again with

LC_ALL=C ./KSP.x86_64

saved the settings, restarted it once again in the same way and the bug was gone (You need start KSP this way every time).

I think some critical setting, that can trigger this bug, is stored as a number using locale specific functions, which explodes in your face when you try to re-read that setting in a non-locale-specific fashion or vice versa.

#2 - 06/22/2015 06:38 PM - wernher

Playing on Linux with LC_ALL=C, resolution 1920x1200 I also experience this issue whenever setting graphics to "windowed".

My Flight UI is set to small and changing the UI volume does not affect the problem.

#3 - 11/10/2015 06:36 PM - RexKramer

- Has duplicate Bug #5911: Orbit Lines Disappear in Map Mode added

#5 - 11/21/2015 09:21 AM - Squelch

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#7 - 11/21/2015 09:53 AM - sal_vager

Guys I think we need more info on this one, specifically GFX hardware and driver info.

For example I have not been able to reproduce this in any graphics mode with an Nvidia card (gtx650) and the proprietary Nvidia drivers (tested nvidia331 340 346 352) on Xubuntu Linux 15.04 and 15.10

All the reports I have seen except wernher's above have been on OSX, but unfortunately they have often been missing hardware/driver info.

There are a number of other OSX graphics issues currently (as of build 1028) and I suspect it's an issue with the Macbook Pro and similar, see #4939

What you should find with this issue is the orbit lines reappear when you zoom in, as there is a change in how the lines are rendered when the camera is near the planets and when it's further away, for example they will not render behind a planet when zoomed in, but they will when zoomed out due to the different render method.

If this can be tracked to specific hardware then the render method could be changed to avoid bugs in that hardware.

#8 - 11/21/2015 02:19 PM - raath

I'm getting it on my system.

Linux Mint 17.2
GTX 970 with 355.06 drivers
i5 3750k OC to 4.2

I've got a probe that I sent out into deep orbit and getting same result.

Noticed zooming in on Jool that there are no orbital indicators at all as you can't zoom in enough, but focusing on one of the moons allows you to do so.

#9 - 11/21/2015 02:55 PM - sal_vager

Thanks Raath.

I wonder if this is related to the orbit lines becoming dotted/dashed when anti-aliasing is enabled ?

#10 - 11/21/2015 06:14 PM - raath

sal_vager wrote:

> Thanks Raath.
>
> I wonder if this is related to the orbit lines becoming dotted/dashed when anti-aliasing is enabled ?

I've gone through all the graphics settings including disabling anti-aliasing and it's none of those. And I mean every single setting. Took me a couple of hours.

Edit : Noticed also that the orbital lines disapear at the same time as planetary markers. Could be a lead? Whatever this bug is also effects mods. Remote tech lines also disapear at this zoom tick

#11 - 11/21/2015 08:21 PM - sal_vager

- Severity changed from Low to Normal

I think there's actually a layer (or camera?) involved with this as well, if KSP is switching to another render layer which simply will not display for some players that would explain why the markers also disappear.

It could be drawing off-screen, or behind another layer, either way it's effectively invisible.

Also I think this definitely effects your ability to play, so I'm raising the priority.

#12 - 01/31/2016 09:57 AM - sekjun9878

I also experience this issue when I set 1900x1200 "Full Screen - Off". When I am in fullscreen mode it seems to work fine. Happy to run debugging

steps if provided.

EDIT - Debian 8, Cinnamon desktop, R9-280X, fglrx.

EDIT 2 - Confirm that orbits work fine in 1900x1080 windowed view. At least on my system the bug only seems to happens on 1900x1200.

#13 - 07/17/2016 09:43 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

#14 - 07/17/2016 06:01 PM - Claw

- Platform Windows added

- Platform deleted (Any)

The original bug, as described, no longer occurs. But leaving this one open since there were follow on writeups.

#15 - 10/13/2016 03:07 PM - sal_vager

- Status changed from Needs Clarification to Ready to Test

- % Done changed from 0 to 80

If anyone could test and confirm this that would be great.

#16 - 06/22/2017 08:28 PM - Squelch

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

#17 - 06/22/2017 08:29 PM - Squelch

- Status changed from Resolved to Closed

Files

screenshot5.png	303 KB	04/06/2014	Claw