

Kerbal Space Program - Bug #28678

Markers disappear from navball

12/25/2022 01:07 PM - jkoehorst

Status:	New	Start date:	12/25/2022
Severity:	Low	% Done:	0%
Assignee:			
Category:	UI		
Target version:			
Version:	1.12.4	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

On high UI scaling (190% or 200%) the markers on the navball disappear when heading towards them (see video).

OS: Windows 10 Home (10.0.19044)
Windows desktop scaling: 150% (48" screen).
Ingame resolution: 3840x2160
No mods installed.

History

#1 - 12/25/2022 01:14 PM - jkoehorst

- File *Fragment 1.png* added
- File *Fragment 2.png* added
- File *Fragment 3.png* added
- File *Scaling 180.png* added
- File *Scaling 190.png* added

#2 - 12/25/2022 01:19 PM - jkoehorst

These are screenshots from a 14MB video I can't upload here for some reason.
The navball markers disappear when within ca. 30deg. from them. They re-appear when rotating 30deg. away from them.

Files

File Name	Size	Date	Author
Fragment 2.png	528 KB	12/25/2022	jkoehorst
Fragment 1.png	517 KB	12/25/2022	jkoehorst
Fragment 3.png	478 KB	12/25/2022	jkoehorst
Scaling 180.png	871 KB	12/25/2022	jkoehorst
Scaling 190.png	977 KB	12/25/2022	jkoehorst