Kerbal Space Program - Bug #374

Switching from fullscreen to windowed produces graphical errors

03/13/2013 01:04 AM - Switchblade88

 Status:
 Closed
 Start date:
 03/13/2013

 Severity:
 Very Low
 % Done:
 100%

Assignee:

Category: Camera

Target version:

Version:0.18.4Language:English (US)

Platform: Windows

Expansion:

Description

Problem:

- As per attached screenshot. Graphical errors present themselves when in windowed mode. Game continues to run normally otherwise (sound, physics etc)

Mod Related:

No

- Only occurs as captured in windowed mode, I have not seen similar issues when fullscreen to any extent
- Only occurring since 0.18.4 release
- Problem resolves once switched back to fullscreen.

History

#1 - 03/14/2013 03:35 PM - Anonymous

- Version set to 0.18.4

If I'm correct this issue should also resolve itself if you minimise or restart the game, correct?

#2 - 03/14/2013 07:29 PM - Switchblade88

I haven't explored the bounds of this bug enough to verify more specifics and situations.

To date I have only been set on full-screen and with the matching resolution of my monitor; I have not done due diligence to see if starting in windowed mode would replicate, or changing the resolution to a lower setting.

Once I have done further research I will add more detail here!

#3 - 03/24/2013 07:28 AM - sal_vager

- Severity changed from Low to Petty
- Platform Windows added

This is probably graphics card dependent to a degree, but many games will fail if forced switched between fullscreen and windowed.

#4 - 08/16/2013 11:31 AM - Ted

- Category set to 30
- Severity changed from Petty to Very Low

#5 - 10/25/2013 05:53 PM - sr

Is this still an issue with 0.22? If so, what graphics card and driver are you using?

#6 - 11/19/2013 12:42 PM - sr

Closing due to inactivity. If you find this still to be an issue, please re-open the issue.

#7 - 11/19/2013 12:43 PM - sr

- Status changed from New to Closed
- % Done changed from 0 to 100

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OUT OF FULLSCREEN.png 164 KB 03/13/2013 Switchblade88

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