

Kerbal Space Program - Bug #3848

Latest version planets not visible

12/16/2014 08:50 AM - carlobolz

Status:	Closed	Start date:	12/16/2014
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Camera		
Target version:			
Version:	0.90	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Hi Guys, just updated and went to a saved game where i had a satellite in orbit, however Kerbin is not Visible properly anymore, attached screen shot. Second issue is the options window not being removed on right or left click. see screen shot again

History

#1 - 12/16/2014 09:18 AM - Squelch

- Status changed from New to Need More Info
- Severity changed from Critical to Normal
- Version changed from 0.19 to 0.90

It is possible that your graphics chipset (IntelHD 3000) is struggling to keep up.

Are you using any mods?

Please could you provide us with some reproduction steps, and attach your logs?

A very good guide on how to do this is provided [here](#)

#2 - 12/16/2014 09:45 AM - carlobolz

Going to remove the MOD, I have only the Modular Kolonization System, will update you shortly. Gcard seems fine, was playing KSP fine.

#3 - 12/16/2014 10:10 AM - carlobolz

Ok, its the graphics card... thanks :(

#4 - 12/16/2014 06:48 PM - quietghost

- Status changed from Need More Info to Closed
- % Done changed from 0 to 100

Thanks for checking your hardware to see if it was the problem. We all wish that KSP was not so GPU intensive...

Files

2014-12-16_00001.jpg	121 KB	12/16/2014	carlobolz
2014-12-16_00002.jpg	118 KB	12/16/2014	carlobolz
mymachine.nfo	1.27 MB	12/16/2014	carlobolz