

Kerbal Space Program - Bug #3885

Terrain missing at high distances and editor UI's blank

12/21/2014 10:25 PM - Anonymous

Status:	Duplicate	Start date:	12/21/2014
Severity:	Critical	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	0.90	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			

Description

Version: 0.90 Beta on Ubuntu Linux 14.10 in both 64 and 32 bit, not using Steam, bug in both modded and vanilla.
Steps to recreate:

- 1) Open KSP.
- 2) Start a game.

The bug appears to not display most terrain farther than a certain distance from your camera (in the spaceport scene), and in the editors, you cannot see the craft. Zooming in in the spaceport lets you see the terrain, but it doesn't work in the editors. Also, the flight scene suffers the same bug as the spaceport scene, and both the spaceport and flight scenes suffer from graphical glitches.

The log is a modded game, but it should also reproduce in a unmodded game.

History

#1 - 12/22/2014 01:59 AM - lomendil

Is this the same as <http://bugs.kerbalspaceprogram.com/issues/3859?>

#2 - 12/22/2014 12:37 PM - Anonymous

- Status changed from New to Duplicate

- % Done changed from 0 to 100

Duplicate of <http://bugs.kerbalspaceprogram.com/issues/3859>. Sorry about that, I couldn't find the other post.

Files

screenshot1.png	175 KB	12/21/2014	Anonymous
screenshot0.png	210 KB	12/21/2014	Anonymous
screenshot2.png	1.04 MB	12/21/2014	Anonymous
KSP.log	207 KB	12/21/2014	Anonymous
hardinfo_report.html	31.9 KB	12/21/2014	Anonymous