

## Kerbal Space Program - Bug #4358

### Screen resolution for window mode and fullscreen on OS X

04/01/2015 10:10 AM - Crazor

<b>Status:</b>	Closed	<b>Start date:</b>	04/01/2015
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	0.90	<b>Language:</b>	English (US)
<b>Platform:</b>	OSX	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

I like to play KSP windowed mostly, because of OS X's handling of fullscreened programs with a dualhead setup. Since there is no way to resize the window, I have to set the desired resolution in the settings. My monitor's native resolution is 2048x1152, and the next lower resolution KSP offers is 1600x900, which is too low. So I have to set the resolution to 2048x1152. When KSP launches (in windowed mode, as fullscreen is disabled in the settings), it launches with a 2048x1152 window, which of course is ~44px too high (one menu bar height plus one window title bar height). This means I can't enter setup and change any options, because the Accept/Cancel buttons are off screen. The only way to resize the window is to enter fullscreen with Cmd+F and leave it again. The window is correctly sized after leaving fullscreen.

Since there appears to be some check on leaving fullscreen which limits the window's size, I suggest adding this code to the game's startup, too.

A nice addition, while we're at it: The window could be four pixels higher than what the OS X API reports. There is traditionally a 4px border to allow reaching an auto-hiding dock, but at least since 10.4, there is no actual need for that. The dock pops up even when manually resizing windows to fill the entire available screen. Talking about legacy: as I remember, some APIs report the screen 22px smaller than it is (allowing for the menu bar) and some report it 26px smaller (allowing for the menu bar and the 4px Dock zone). I suggest just adding those 4px to the reported value...

Maybe there should be two resolution options in the video settings: Fullscreen resolution and windowed resolution?

#### History

##### #1 - 07/17/2016 09:27 AM - TriggerAu

- Status changed from New to Needs Clarification

##### #2 - 08/09/2016 01:14 PM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention