

Kerbal Space Program - Bug #445

Water splashdown graphics creep though into the map screen

03/18/2013 09:17 AM - sjwt

Status:	Closed	Start date:	03/18/2013
Severity:	Low	% Done:	100%
Assignee:			
Category:	Camera		
Target version:			
Version:	0.19.1	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

Tested with latest NVIDIA Drivers on a clean install of KSP 0.19.0.49

When in the map screen and your current craft crashes into Kerbin's Ocean you will see the crash animation on the map screen as pictured in this image. [screenshot0.jpg](#)

Affects Default level of graphics, Minimum level including fall-back shade and Full high level graphics.

History

#1 - 03/18/2013 09:51 AM - sjwt

Direct X Diag.. [\[\[http://ksp.sjvt.org/2013-03-19/DxDiag.txt\]\]](http://ksp.sjvt.org/2013-03-19/DxDiag.txt)

#2 - 03/19/2013 09:44 PM - QuantumFlux

- Status changed from New to Confirmed
- Severity changed from Normal to Low
- % Done changed from 0 to 10
- Version changed from 0.19 to 0.19.1
- Platform Any added

Confirmed on Ubuntu 12.10 with NVIDIA proprietary beta drivers, KSP 0.19.1.54.

Priority lowered since this issue does not affect gameplay and you will most of the time not see it happening (Most people are not in the map screen when the crash happens.)

#3 - 03/24/2013 01:12 PM - Anonymous

Confirmed on Windows 7 x64, AMD 6800 series drivers.

#4 - 09/05/2014 11:18 AM - Ted

- Status changed from Confirmed to Resolved
- % Done changed from 10 to 100

Kerolyov reports that this isn't present in 0.24.2.

#5 - 07/17/2016 09:17 AM - TriggerAu

- Status changed from Resolved to Closed