

## Kerbal Space Program - Feature #450

### Set low resolutions to fullscreen, automatically, to avoid taskbar interference.

03/18/2013 05:27 PM - ChrisCummins

<b>Status:</b>	New	<b>% Done:</b>	0%
<b>Severity:</b>	High		
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Platform:</b>		<b>Mod Related:</b>	No
<b>Expansion:</b>			
<b>Description</b>			
<p>For those of us unfortunate enough to be running KSP on low resolution Windows devices, there is a problem with the default graphics settings. On first launch, KSP opens in windowed mode, with a height of 768px; since my display has a vertical resolution of 768px, the KSP window overlaps the edges of the screen, and the Apply/Accept/Cancel buttons on the settings menu are covered by the Windows taskbar which refuses to allow applications to overlay it. This leaves me with no ability to change the resolution without firing up emacs and adjusting the relevant values in the settings.cfg file by hand. Perhaps a more suitable alternative would be to obtain the highest available screen resolution and match that in fullscreen mode, either by using the direct system APIs [1] or through the more portable Unity3D interface [2].</p> <p>I have marked this as priority 'High' because I think that this is a real blocking issue for affected users not willing to hand edit a plaintext config file by hand, however feel free to re-evaluate its urgency.</p> <p>[1] <a href="http://msdn.microsoft.com/en-us/library/e8xzh15.aspx">http://msdn.microsoft.com/en-us/library/e8xzh15.aspx</a> [2] <a href="http://docs.unity3d.com/Documentation/ScriptReference/Screen-resolutions.html">http://docs.unity3d.com/Documentation/ScriptReference/Screen-resolutions.html</a></p> <p>P.S: at risk of being off topic, I would like to thank the Squad developers for their fantastic work on this program.</p>			

#### History

##### #1 - 03/18/2013 06:23 PM - Ted

- Tracker changed from Bug to Feature
- Subject changed from Default resolution is unsuitable to Set low resolutions to fullscreen, automatically, to avoid taskbar interference.
- Category changed from 30 to 36

A bit of background here, 768 vertical pixels is the minimum resolution KSP's GUI is made for, so anything lower than that would cause many other issues.

Moving on, you've given a good solution to an oversight here as the fullscreen mode would avoid any issues, I'm changing it to a Feature Request for that reason.

Thanks.

##### #2 - 03/30/2013 07:25 PM - rspeed

Most games use fullscreen by default anyway. It would be a sensible default for all computers regardless of screen resolution.