

Kerbal Space Program - Bug #4787

new fairings and service bays rendering issues on linux using opensource radeon graphics driver

04/28/2015 07:17 AM - drazed

Status:	Closed	Start date:	04/28/2015
Severity:	Low	% Done:	100%
Assignee:			
Category:	Camera		
Target version:			
Version:	1.0	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			

Description

The new fairings and service bays render is very glitchy on my system. Specifically I am running:

Arch linux 64bit

ATI Radeon (http://www.asus.com/Graphics_Cards/EAH6850_DC2DIS1GD5/) video card, using the opensource radeon driver (<https://www.archlinux.org/packages/?name=xf86-video-ati>)

64bit KSP linux install

To reproduce, create a new fairing or load a Service Bay in the VAB.

Service bays ONLY glitch out in VAB/SPH, once launched they work as intended (fantastic at that).

Fairings glitch out both in VAB/SPH and during launch.

Glitches look like textures are flickering very fast. Moving the mouse around or stopping it seems to affect the frequency of this flickering.

Happens both with Anti-Aliasing turned ON, as well as turned fully OFF.

Screenshots attached, fairings are pretty much un-usable in this state, the service bays are definitely usable just a bit glitchy inside the VAB/SPH

History

#1 - 04/28/2015 10:17 AM - drazed

Also of note, the heat-shield cowling (between the stack separator and heatshield) exhibits the same glitchy behavior.

#2 - 09/14/2015 07:03 PM - kolAflash

Having the same problem. See my system details here:

<http://forum.kerbalspaceprogram.com/threads/118373-Graphical-glitch-on-some-two-sided-parts?p=2146942&viewfull=1#post2146942>

By the way, on my notebook everything is working fine. It has exactly the same OS + software running, but the hardware is different (Intel GPU). CPU:

```
1. grep 'model name' /proc/cpuinfo | uniq -c
   4 model name      : Intel(R) Core(TM) i7-2620M CPU @ 2.70GHz
   GPU:
2. ./sbin/lspci | grep VGA
   00:02.0 VGA compatible controller: Intel Corporation 2nd Generation Core Processor Family Integrated Graphics Controller (rev 09)
```

I tried to use the newest Mesa3D 11.0 version (compiled it myself), but that didn't helped too.

<http://mesa3d.org/relnotes/11.0.0.html>

Some other forum threads about this:

<http://forum.kerbalspaceprogram.com/threads/117186-Fairing-Texture-Issue>

<http://forum.kerbalspaceprogram.com/threads/117130-Service-bays-and-fairings-z-fighting>

#3 - 06/11/2016 08:22 AM - Ruedii

- Status changed from New to Resolved

- % Done changed from 0 to 100

Seems resolved as of 1.1. Reopen if it isn't.

#4 - 07/17/2016 09:19 AM - TriggerAu

- Status changed from Resolved to Closed

Files

service-bay-VAB.png	1.9 MB	04/28/2015	drazed
service-bay-Launch.png	1.6 MB	04/28/2015	drazed
fairings-VAB.png	2.26 MB	04/28/2015	drazed
fairings-Launch.png	1.95 MB	04/28/2015	drazed