

# Kerbal Space Program - Bug #4939

## Terrain graphics glitch.

05/06/2015 12:32 AM - Calvin\_K

<b>Status:</b>	Closed	<b>Start date:</b>	05/06/2015
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Camera		
<b>Target version:</b>			
<b>Version:</b>	1.0.1	<b>Language:</b>	English (US)
<b>Platform:</b>	OSX	<b>Mod Related:</b>	No
<b>Expansion:</b>			

### Description

When flying or orbiting low over Kerbin and the Mun the terrain of the body renders improperly and becomes broken up into triangular segments. Each individual triangular segment takes on a specific shade, ranging from very bright to very dark independent of the surrounding segments.

### History

#### #1 - 06/03/2015 09:25 PM - osodan

- File *screenshot2.png* added

I observe the same issue on my system. It looks exactly as shown in the screenshots by Calvin\_K.

I also see the glitch when landed on the mun and orbiting kerbin, but I have not yet seen it on minmus. The shades of the triangles changes with the movement/angle of the camera.

When I zoom out sufficiently (a lot), the glitch disappears.

Note in the screenshot how the craft itself has no shadow rendered. Maybe the glitch has something to do with it.

Here is my system info:

MacBook Pro (Retina, 13-inch, Mid 2014)  
2.6 GHz Intel Core i5  
8 GB 1600 MHz DDR3  
Intel Iris 1536 MB  
OSX 10.10.3 (14D136)

#### #2 - 07/11/2015 07:48 PM - todisorder

- File *screenshot7.png* added

- File *screenshot8.png* added

- File *screenshot9.png* added

- File *screenshot10.png* added

- File *screenshot11.png* added

- File *screenshot12.png* added

- File *screenshot13.png* added

I would just like to say I observe the same bug as OP, and that in addition rendering on Ike is also broken, even more so, see screenshots. The main annoyance of this bug is that there is no ship or Kerbal shadow, so landing on said bodies becomes much more difficult.

As in OP's case, Minmus does not seem to be affected.

Here is my system info:

MacBook Pro (Retina, 13-inch, Mid 2014)  
3 GHz Intel Core i7  
16 GB 1600 MHz DDR3  
Intel Iris 1536 MB  
OSX 10.10.3

**#3 - 11/21/2015 09:58 AM - sal\_vager**

I have seen this reported a few times but only with Intel Iris graphics cards, are any of you able to test this on other Macs which use other cards?

**#4 - 07/17/2016 09:40 AM - TriggerAu**

- Status changed from New to Needs Clarification

**#5 - 08/09/2016 01:51 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

**Files**

---

screenshot1.png	767 KB	05/05/2015	Calvin_K
screenshot2.png	933 KB	05/05/2015	Calvin_K
screenshot2.png	873 KB	06/03/2015	osodan
screenshot8.png	1.17 MB	07/11/2015	todisorder
screenshot7.png	1.17 MB	07/11/2015	todisorder
screenshot10.png	1010 KB	07/11/2015	todisorder
screenshot11.png	1.14 MB	07/11/2015	todisorder
screenshot9.png	1.08 MB	07/11/2015	todisorder
screenshot12.png	1 MB	07/11/2015	todisorder
screenshot13.png	940 KB	07/11/2015	todisorder