

# Kerbal Space Program - Bug #5929

## Planets being off center from their orbit in tracking center

11/12/2015 12:22 AM - rolfbomb

<b>Status:</b>	Needs Clarification	<b>Start date:</b>	11/12/2015
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Buildings		
<b>Target version:</b>			
<b>Version:</b>	1.0.5	<b>Language:</b>	English (US)
<b>Platform:</b>	OSX	<b>Mod Related:</b>	No
<b>Expansion:</b>			

### Description

When viewing planets in the tracking center they appear displaced from their orbits and a black square appears in the left part of the planet viewer.

All the contract-bound locations are though placed where the planet is supposed to be.

Using a MacBook Air 12", 1,7 GHz intel core i7, 8 GB 1600 MHz DDR3, Intel HD Graphics 5000 1536 MB  
OS: OSX Yosemite 10.10.5

### History

#### #1 - 11/12/2015 07:27 PM - Fido488

- File Screenshot 2015-11-12 13.52.06.png added

- File Screenshot 2015-11-12 14.05.21.png added

- Status changed from New to Confirmed

- % Done changed from 0 to 10

This is due to running your game in fullscreen mode and not using a screen resolution that matches your monitor. If you run the game in windowed mode this resolves the problem.

I have made a post about this here that details the issue:

<http://forum.kerbalspaceprogram.com/threads/139247-Tracking-Center-Visual-Bug-FULLSCREEN>

Same problem on El Capitan. My specs are detailed in the above forum post. ^

This bug is also affecting linux users: <http://forum.kerbalspaceprogram.com/threads/138814-Bug-in-Tracking-Station-1-05>

#### #2 - 07/17/2016 09:39 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

### Files

Ska_rmavbild 2015-11-12 kl. 01.14.17.png	487 KB	11/12/2015	rolfbomb
Screenshot 2015-11-12 13.52.06.png	417 KB	11/12/2015	Fido488
Screenshot 2015-11-12 14.05.21.png	407 KB	11/12/2015	Fido488