

Kerbal Space Program - Bug #705

Custom Screen Resolution not taking effect.

05/27/2013 12:02 AM - meeki

Status: Closed	Start date: 05/27/2013
Severity: Very Low	% Done: 100%
Assignee:	
Category: Camera	
Target version:	
Version: 0.20	Language: English (US)
Platform: Linux	Mod Related: No
Expansion:	

Description

OS: Linux Mint 14, 32 and 64 bit (unbuntu based)

In v0.19 I set my screen size in the `*settings.cfg*` to:

SCREEN_RESOLUTION_WIDTH = 1594

SCREEN_RESOLUTION_HEIGHT = 848

When I ran the game v0.19 It worked fine with my new res.

With v0.20 I set my screen size in the `*settings.cfg*` to:

SCREEN_RESOLUTION_WIDTH = 1594

SCREEN_RESOLUTION_HEIGHT = 848

Now it ignores my settings and only uses last setting changed within the settings ----> Graphics TAB

This is not best for my current windowed screen.

I liked being able to use a custom resolution outside the comming options.

Meeki

History

#1 - 05/27/2013 10:23 AM - Anonymous

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#2 - 06/06/2013 06:04 PM - Anonymous

- Status changed from Confirmed to Closed

- % Done changed from 10 to 100