Kerbal Space Program - Feedback #9337

Removal of flight UI size option

04/20/2016 05:04 AM - Quadpixel

Status:	Closed		
Severity:	Normal		
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.1.0	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:			

Description

When playing 1.1, the flight iterface appears noticeably larger for me than it did in previous versions of KSP. After some sleuthing, I believe that this is because in previous versions I had set the option "flight UI size" to "small". 1.1, however, lacks this setting and displays the flight UI at what was considered "medium" in older versions of the game.

I can return the flight UI to my preferred size via the "UI scale" setting, but doing so makes other parts of the UI too small and have blurry text.

The larger HUD is usable, but I would prefer to have it smaller and I don't see why this setting should be removed.

History

#1 - 04/20/2016 06:21 AM - Badsector

With resolution 1920x1080 Navball appear to large

#2 - 04/20/2016 12:39 PM - drumslayer

- File 20160420143527_1.jpg added

- File 20160420143518_1.jpg added

- File 20160420143513_1.jpg added

- File 20160420143451_1.jpg added

- Status changed from New to Confirmed

- % Done changed from 0 to 10

I'm with resolution 1440x900 , same problem , Pixelized Flight UI and Text , and the UI is bigger :(
This is problematic , when i reduce to 80% UI scale , the UI is weird with pixelized texture :(
Screens and other files here!
!!
I got Clean install , with Steam
KSP 1.1 x64
Can't find output_log.txt and other :/
Thank! Hope it will be fixed!
Sorry for my english

#3 - 04/20/2016 01:35 PM - GusTurbo

I have the same problem at 1280x720. Reducing the UI size less than 100% makes the navball smaller, but also makes other text either too small or too blurry to read.

#4 - 04/20/2016 02:28 PM - Iamsodarncool

Use the MakeItSmall mod. It allows you to resize UI elements individually. Should be stock.

#5 - 04/20/2016 06:34 PM - Anonymous

GusTurbo wrote:

> I have the same problem at 1280x720. Reducing the UI size less than 100% makes the navball smaller, but also makes other text either too small or too blurry to read.

Can relate to that.

#7 - 07/17/2016 09:46 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

#8 - 08/14/2016 11:17 AM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this one out due to the sizing stuff in 1.1.3

Files

20160420143527_1.jpg	201 KB	04/20/2016	drumslayer
20160420143513_1.jpg	109 KB	04/20/2016	drumslayer
20160420143518_1.jpg	123 KB	04/20/2016	drumslayer
20160420143451_1.jpg	286 KB	04/20/2016	drumslayer