Kerbal Space Program - Bug #12808

Kerbals graphically displayed with flickering planes and colors and warps… all Kerbals, and some parts in the VAB parts pallets

10/04/2016 07:50 PM - brdavis42

Status:	Moot		**Start date:**	10/04/2016
Severity:	High		**% Done:**	0%
Assignee:				
Category:	Camera			
Target version:				
Version:	Not Applicable		**Language:**	English (US)
Platform:	OSX		**Mod Related:**	No
Expansion:				

Description

any verbal seems to be bounded and intersected by a constantly flicking series of planes or textures.

Pre-release 1.2 version 1564, Mac OSX 10.7.5 on a 15" Powerbook w/ 2.5 GHz Intel Core i7, 4 Gb RAM. Clean install of Pre-release 1.2 … no mods, no saved games. Vanilla install.

With the default graphics settings, right upon start-up. Any Kerbal… the three in the first menu, Val in the 2nd menu, Gene Kerman in the "Welcome to the space center" dialog, Werhner in the VAB, each and every little kerbal on the VAB floor (but not the trucks speeding by outside or inside the VAB) have the same "flickering in a maze of intersecting colored planes" look to them. Some of the engines in the VAB menus show it as well (Panther and Whiplash), but not others. The 10m inflatable heat shield has this glitch in the pallet, but not the other heat shields, and it is no worse or better when you mouse over them to induce the rotation animation in the VAB pallets. Those video flickering or "multi-plane flashing blades of death" extent to displaying the part in the full description floating window when you mouse over them). On the pad Jeb flickers… in interior view, in cutaway, and in the crew window. The flag over the launch pad seems to flicker as well. 'Chutes and landing gear animations are fine… just not the kerbals. Or perhaps the flags.

Older copies of KSP do not have this effect; restored to an older copy to check, went back to the 1.2 pre-release, problem still there.

Haven't played much, but can build, launch, get out of the capsule and walk around, even at high physics warp. Animations of landing legs deploying is fine, parachutes are fine. Just… freaky Kerbals. Gameplay, at this point, seems unaffected but i've not gotten very far… it's painful to watch. Like "good thing I'm not light-induced epilepsy" painful to watch or play.

History

#1 - 11/29/2019 03:41 PM - RafaHdz

- Status changed from New to Moot

Files

kerbalissues.png		654 KB	10/04/2016	brdavis42