

Kerbal Space Program - Bug #12991

UI Scale on HD Displays

10/13/2016 02:22 PM - MorokMo

Status:	Closed	Start date:	10/13/2016
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Camera		
Target version:	1.5.0		
Version:	1.2.0	Language:	English (US)
Platform:	OSX	Mod Related:	No
Expansion:			

Description

I very much do appreciate, that i'm able to now select the resolution my monitor is able to handle, but if i do so, the UI size even at 150% is not big enough to comfortably read it. I'm sitting around 50cm away from my computer and the text is only about 2mm high. I may have good eye, but i'm not an eagle. :)
I'm playing on an iMac with a 27 Zoll retina display (5120 x 2880).

History

#1 - 12/14/2018 06:04 PM - nestor

- Status changed from New to Ready to Test
- Target version set to 1.5.0
- % Done changed from 0 to 80

#2 - 07/24/2019 11:47 PM - chris.fulton

- Status changed from Ready to Test to Resolved
- % Done changed from 80 to 100

#3 - 07/24/2019 11:47 PM - chris.fulton

- Status changed from Resolved to Closed

Files

Bildschirmfoto 2016-10-13 um 16.14.23.png	456 KB	10/13/2016	MorokMo
Bildschirmfoto 2016-10-13 um 16.14.29.png	432 KB	10/13/2016	MorokMo
Bildschirmfoto 2016-10-13 um 16.14.56.png	125 KB	10/13/2016	MorokMo