Kerbal Space Program - Bug #13148

Game creates a 0x0 pixel screen

10/30/2016 05:12 PM - roryyamm

Status:	Need More Info		**Start date:**	10/30/2016
Severity:	Low		**% Done:**	0%
Assignee:				
Category:	Application			
Target version:				
Version:	1.2.0		**Language:**	English (US)
Platform:	Linux		**Mod Related:**	No
Expansion:				

Description
Game renders a square window. Common desktop Environment states it is 0x0, but screen is clearly visible. Screen is too small to do anything useful, and config file is ignored.

History

#1 - 10/31/2016 01:39 PM - sal_vager

- Status changed from New to Need More Info

- Severity changed from Critical to Low

Hi roryyamm, please see the wiki and provide your system information with your report, thank you.

KSP is working fine on Linux for me.

#2 - 11/08/2016 05:20 PM - jd284

Check the contents of ~/.config/unity3d/Squad/Kerbal Space Program/prefs - sometimes the file is overwriten with garbage and putting the correct resolution back helps get far enough that you can change the res in-game.

#3 - 11/22/2016 02:50 PM - roryyamm

It seems to only happen in window managers. also, KSP.x86_64 creates a long screen, labeled as '0x[insert screen height here]' that does load, however there is no way to make it work, not even deleting the prefs file.

Files

KSP.log		531 Bytes	10/30/2016	roryyamm