

Kerbal Space Program - Bug #13176

1.2.1 Shadow cut off bug/LOD/FOV issue.

11/02/2016 10:34 PM - Mjorjim

<b>Status:</b>	Closed	<b>Start date:</b>	11/02/2016
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Camera		
<b>Target version:</b>	1.4.1		
<b>Version:</b>	1.2.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		
<b>Description</b> This is visible in a stock install. After the 1.2.1 patch it seems there is an ugly shadow cut off issue that may be caused by the FOV changes. here is a video to show what I mean. <a href="https://www.youtube.com/watch?v=0nTThidFIVU">https://www.youtube.com/watch?v=0nTThidFIVU</a>			
<b>Related issues:</b> Related to Kerbal Space Program - Bug #15193: 1.2.2/1.2.9 Visible fog curtain... <div>Duplicate05/10/2017</div>			

History

#1 - 11/02/2016 11:42 PM - Nebbie

- Status changed from New to Confirmed
- % Done changed from 0 to 10

This isn't new to 1.2.1, I've seen this a lot in 1.2 when moving the camera around the KSC. It's really noticeable with a fully upgraded R&D lab, the shadows on all the buildings change length as you rotate at morning.

Happening on Linux too btw.

#2 - 03/14/2018 11:08 PM - Squelch

- Related to Bug #15193: 1.2.2/1.2.9 Visible fog curtain and shadow discontinuities in KSC or when landing (GTX 1070, Win 10, D3D9, D3D11, GLCore) added

#3 - 03/14/2018 11:09 PM - Squelch

- Status changed from Confirmed to Ready to Test
- Target version set to 1.4.1
- % Done changed from 10 to 80
- Expansion Core Game added

Improvements have been made to the shadow rendering at KSC.

#4 - 01/25/2019 03:59 PM - samuel823823

<xsss>""xsss""

#5 - 07/24/2019 11:45 PM - chris.fulton

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

#6 - 07/24/2019 11:45 PM - chris.fulton

- Status changed from Resolved to Closed