

Kerbal Space Program - Bug #15031

UI_SCALE in settings.cfg will not be loaded when start up

04/29/2017 03:30 PM - wzhkun@163.com

Status:	Investigating	Start date:	04/29/2017
Severity:	High	% Done:	20%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.2.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

UI_SCALE in settings.cfg will not be loaded when start up.

when start up it seems UI_SCALE is 1, but in the settings.cfg it is not 1.

Now I can only **press esc in space center->settings->accept** to make UI_SCALE in settings.cfg work in the game

History

#1 - 04/29/2017 03:39 PM - wzhkun@163.com

- File screenshot13.jpg added

#2 - 04/29/2017 04:06 PM - minotard1

- File screenshot4.png added

Can confirm issue exists for 1.2.9 as well. I have to re-accept the UI scale changes when I re-load the game.

Also note the UI scale change affects the placement of the Ap, Pe, and other markers in the map view.

#3 - 04/29/2017 04:08 PM - minotard1

- File screenshot5.png added

After re-accepting the changes the game applies the UI scale settings. Note I did not move the UI scale sliders; hitting accept reset the UI scale to the settings established during the previous launch of the game. You can also see the Pe marker is off.

#5 - 06/20/2017 01:38 PM - Squelch

- Status changed from New to Investigating

- % Done changed from 0 to 20

We are aware of this and it is proving to be elusive. Investigations are ongoing.

The only workaround I can offer is to simply enter the settings screen and return to the main menu. This will cause the settings file to be reloaded.

Files

screenshot13.jpg	1.45 MB	04/29/2017	wzhkun@163.com
screenshot4.png	302 KB	04/29/2017	minotard1
screenshot5.png	279 KB	04/29/2017	minotard1