

## Kerbal Space Program - Bug #16038

### Flickering and hangups of renderer (macOS High Sierra)

09/27/2017 11:32 AM - Abuseware

|                        |             |                     |              |
|------------------------|-------------|---------------------|--------------|
| <b>Status:</b>         | New         | <b>Start date:</b>  | 09/27/2017   |
| <b>Severity:</b>       | Normal      | <b>% Done:</b>      | 0%           |
| <b>Assignee:</b>       |             |                     |              |
| <b>Category:</b>       | Application |                     |              |
| <b>Target version:</b> |             |                     |              |
| <b>Version:</b>        | 1.3.0       | <b>Language:</b>    | English (US) |
| <b>Platform:</b>       | OSX         | <b>Mod Related:</b> | No           |
| <b>Expansion:</b>      |             |                     |              |

#### Description

After upgrading my MBP to High Sierra KSP have issues with rendering. They appear in windowed and fullscreen mode, but in windowed mode whole desktop flickers.  
Game draws old frames every second, tooltips are not displayed properly, and parts of GUI are displayed only after alt-tabbing to other app.

Also, I can't produce any worthy screenshot, because they are looking fine, without any distortions.

I don't know it is buggy Unity or some of changes in OS, but makes game unplayable.

#### History

##### #1 - 09/27/2017 04:09 PM - Abuseware

Seems like running KSP with -force-opengl fixes all problems, so it's bug in Metal support?