

Kerbal Space Program - Bug #16166

weird/glitched text and graphics (also never loads)

10/15/2017 08:43 PM - sst

Status: Closed	Start date: 10/15/2017
Severity: High	% Done: 100%
Assignee:	
Category: Controls and UI	
Target version:	
Version: 1.3.1	Language: English (US)
Platform: Linux	Mod Related: No
Expansion:	

Description

Hi!

I just came across a issue with the Linux port.

The text is square/blockish and the loading graphic looks horrible.

Once I get to the loading graphic, the game never starts, and just continues loading.

My hardware is:

- Celeron N2840
- Integrated graphics (bay trail)
- Ubuntu 16.04/GalliumOS 2.1
- Openbox
- model of laptop: HP Chromebook 14 G4

If you need any more info just ask. I hope this is enough.

History

#1 - 10/15/2017 11:39 PM - sst

- Category changed from Application to 36

#2 - 10/23/2017 01:30 AM - sst

- Status changed from New to Need More Info

Switching to i3 WM from Openbox seemed to fix it somehow. Putting on Needs More Info

#3 - 07/29/2019 10:17 PM - chris.fulton

- Status changed from Need More Info to Resolved

- % Done changed from 0 to 100

#4 - 07/29/2019 10:17 PM - chris.fulton

- Status changed from Resolved to Closed

Closed in efforts of database cleanup.

Files

Player.log	17.6 KB	10/15/2017	sst
Screenshot 2017-10-15 13-41-36.png	3 KB	10/15/2017	sst
Screenshot 2017-10-15 14-09-22.png	958 Bytes	10/15/2017	sst