

Kerbal Space Program - Bug #17827

Parts are not showing correctly if game runs with -force-d3d11 parameter.

03/07/2018 02:31 AM - dok_377

Status:	Acknowledged	Start date:	03/07/2018
Severity:	Very Low	% Done:	100%
Assignee:			
Category:	Camera		
Target version:			
Version:	1.4.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

Don't know if you even gonna consider this as a bug, but when I run my game with -force-d3d11 in the shortcut parts in the editor are not shown correctly.

History

#1 - 03/07/2018 03:01 AM - Yargnit

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

To add more. dx9 and dx10 modes work fine, dx11 and dx12 modes both suffer from this problem. dx9 and 10 modes also use significantly more RAM to run than dx11 and 12 modes, making the latter preferable for games with large numbers of mods, or even just complex save files.

#2 - 03/07/2018 03:20 AM - dok_377

Yargnit wrote:

To add more. dx9 and dx10 modes work fine, dx11 and dx12 modes both suffer from this problem. dx9 and 10 modes also use significantly more RAM to run than dx11 and 12 modes, making the latter preferable for games with large numbers of mods, or even just complex save files.

That's the main reason why I'm always using dx11 mode. Really saves RAM and increases performance.

#3 - 03/14/2018 10:05 PM - Squelch

- Status changed from Confirmed to Acknowledged
- % Done changed from 10 to 100
- Expansion Core Game added

Thank you for your report. We do not officially support anything other than dx9 on the windows platform. We are aware that using other render pipelines can cause graphical glitches, but this is unavoidable while maintaining backwards compatibility for lower specification graphics cards. This is under review, but there are no plans to change at this time.

I am marking this issue as acknowledged, however, the information has been recorded and passed on.

Files

2018-03-07_053032.png	251 KB	03/07/2018	dok_377
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