

Kerbal Space Program - Bug #18022

UI Scaling not applied to Mission Briefing window

03/13/2018 10:08 PM - egoego

Status:	Confirmed	Start date:	03/13/2018
Severity:	Low	% Done:	10%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.4.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Making History		

Description

Steps to reproduce:

1. Start the game with Making History expansion installed
2. In the settings, change the UI Scale to something different from 100% (e.g. 150%)
3. Admire nice large texts :)
4. Start a mission (e.g. Dawn of the Space Age)
5. Be greeted by a Mission Briefing window with small text :/ (see added screenshot)

Tech Details:

Windows 10
64bit
4k display
version 1.4.1.2089

History

#1 - 03/14/2018 01:23 PM - MechBFP

- Status changed from New to Confirmed

- % Done changed from 0 to 10

I wanted to mention that while this is the same for me, the scaling does appear to be applied to the final success/failure screen, but the text overlaps or is otherwise broken because it doesn't scale properly.

#2 - 01/21/2019 09:04 PM - egoego

Bug still present in version 1.6.1.2401

(Ten month and eight versions later, very disappointing, as this should be an easy fix.)

Files

ksp_ui_scale_mission.PNG	751 KB	03/13/2018	egoego
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