

Kerbal Space Program - Bug #18107

Retina resolution issues

03/18/2018 02:23 AM - cpcallen

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|------------------------|-----------|---------------------|--------------|
| Status: | New | Start date: | 03/18/2018 |
| Severity: | Low | % Done: | 0% |
| Assignee: | | | |
| Category: | Camera | | |
| Target version: | | | |
| Version: | 1.4.1 | Language: | English (US) |
| Platform: | OSX | Mod Related: | No |
| Expansion: | Core Game | | |

Description

I just installed KSP 1.4.1 on a new 13" MacBook Pro 2017. I am using -force-opengl so that it will work properly on macOS High Sierra, but I have been unable to get it to display at the full (2560x1600) screen resolution.

In windowed mode, whatever resolution I pick the window will be 1.6-2x as large (depending on what scaling I have selected for the display in System Preferences).

In fullscreen mode, even if I set the resolution to match the hardware native resolution (2560x1600), the image is really poor quality: it appears that it has been scaled to a much lower resolution then scaled back to 2560x1600. Setting the resolution to match the notional scaled resolution (1440x900 by default) makes the problem less obvious, but the image quality is generally lower than I would expect, with small text looking particularly bad.

History

#1 - 04/19/2020 09:54 PM - cpcallen

I hadn't checked in intervening versions, but as of 1.9.1 this seems to be fixed.