

Kerbal Space Program - Bug #18205

Screen resolution switches back to native when changing focus

03/24/2018 04:44 AM - krimsalt

Status:	Closed	Start date:	03/24/2018
Severity:	Low	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.4.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

When going from the Tracking Station to the KSC (or when clicking on the Tracking Station, it depends on the save), or when returning to KSC (again, depends on the save), the game switches back to native resolution.

I'm attaching a persistent.sfs where when I click return from the Tracking Station the resolution changes

History

#1 - 06/24/2019 12:50 PM - Robert.Keech

- Status changed from New to Updated

- % Done changed from 0 to 10

Issue no longer occurs

#2 - 06/24/2019 12:50 PM - Robert.Keech

- Status changed from Updated to Resolved

- % Done changed from 10 to 100

#3 - 06/24/2019 05:36 PM - chris.fulton

- Status changed from Resolved to Closed

#4 - 06/29/2019 11:07 PM - Anonymous

The resolution changing still happens for me in Windows in 1.7.2.2556.

We have reports [#21431](#) and [#21537](#) and [#22746](#), though,

with some efforts going on there to narrow down exactly what combination of game-state or operating-systems or settings or graphics-card would let one reproduce the problem.

Files

persistent.sfs	2.05 MB	03/24/2018	krimsalt
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