

Kerbal Space Program - Bug #19992

Missing sky in ultrawide

09/07/2018 11:29 PM - kewlfox

Status:	New	Start date:	09/07/2018
Severity:	Low	% Done:	0%
Assignee:			
Category:	Camera		
Target version:			
Version:	1.4.5	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game, Making History		

Description

KSP Version: 1.4.5

64 Bit

Windows 10 Home Edition (Activated)

Intel i3 6100

AMD Radeon RX 580 4GB

8GB DDR4 RAM

KSP is installed on a SATA III SSD

Issue: Simply put, when I use AMD Eyefinity to run KSP in ultrawide resolution (5520x1050) across 3 monitors (two 1080p monitors and one 1050p monitor), part of the sky will be gone when the camera rolls at an angle. I have attached a screenshot I took to better describe what I mean. I've restarted my pc, and also tried the 32 bit version of KSP, but it doesn't change.

If you require any more info, feel free to contact me at neeboarder01@gmail.com

Files

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420 KB

09/07/2018

kewlfox