

Kerbal Space Program - Bug #21010

UI Scaling not applied to Mission Briefing window

01/21/2019 09:08 PM - egoego

Status:	Confirmed	Start date:	01/21/2019
Severity:	Low	% Done:	10%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.6.1	Language:	English (US)
Platform:	Linux, 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 1.6.1.2401

History

#1 - 01/24/2019 07:05 PM - Nebbie

- Status changed from New to Confirmed
- % Done changed from 0 to 10
- Platform Linux added

Yep.

#2 - 08/22/2019 05:38 PM - egoego

Bug still present in KSP 1.7.3, Making History 1.7.1

Bug also shows in all following mission update windows

Files

ksp_ui_scale_mission.PNG	751 KB	01/21/2019	egoego
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