

## Kerbal Space Program - Bug #21518

### 3840 x 2160 resolution at 170% UI scaling breaks the career mode progress bar.

03/08/2019 04:00 PM - Gameslinux

<b>Status:</b>	Closed	<b>Start date:</b>	03/08/2019
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	1.6.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

3840 x 2160 resolution at 170% UI scaling breaks the career mode progress bar.

Launch KSP using the aforementioned resolution, set your UI scale to 170%, restart KSP (because it tells you to and heaven forbid you don't!) and go into a career save. The bar at the top will be broken. It disappears completely at 200%.

Also, whilst i'm here, check my bug report out where changing the resolution gets reverted on scene change randomly, because apparently that isn't a very high priority.

Not attaching a log file, don't even ask me to. I've looked myself and nothing goes wrong. The issue is VERY CLEARLY in the video.

<https://www.youtube.com/watch?v=2C5mmYQqJ9I&feature=youtu.be>

#### History

##### #2 - 11/08/2019 03:21 PM - Robert.Keech

- Status changed from New to Confirmed

- Assignee set to Robert.Keech

- % Done changed from 0 to 10

##### #3 - 11/08/2019 03:21 PM - Robert.Keech

- Status changed from Confirmed to Updated

Issue no longer occurs

##### #4 - 11/08/2019 03:21 PM - Robert.Keech

- Status changed from Updated to Resolved

- Assignee deleted (Robert.Keech)

- % Done changed from 10 to 100

##### #5 - 01/18/2020 02:40 AM - chris.fulton

- Status changed from Resolved to Closed