

## Kerbal Space Program - Bug #23913

### Altimeter after v.1.8 shows all blank in either mode when scaled below 84%

10/17/2019 04:57 AM - jclovis3

<b>Status:</b>	Resolved	<b>Start date:</b>	10/17/2019
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>	victorr		
<b>Category:</b>	Controls and UI		
<b>Target version:</b>	1.9.0		
<b>Version:</b>	1.8.0	<b>Language:</b>	English (US), 简体中文 (Chinese Simplified)
<b>Platform:</b>	Linux, Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

Got the new 1.8 patch from Steam and as soon as I loaded my game, the Altimeter displays all blank number slots, and the red 'm' of course. I can switch between sea and surface mode and the result is the same.

#### History

##### #1 - 10/17/2019 05:40 AM - jclovis3

- File Test\_1\_8.zip added

Additional info:

Full version number 1.8.0.2686 (WindowsPlayer x64) en-us

Original bug was reported with game save created from v1.7.3 but now verified after restart and new Sandbox game from 1.8.

##### #2 - 10/17/2019 03:18 PM - victorr

- Status changed from New to Confirmed

- % Done changed from 0 to 10

This is a known issue and is likely related to a change in the UI scale. We are working on a fix.

##### #4 - 10/18/2019 03:21 AM - jocassid

- Platform Linux added

Happening in Linux Mint (Ubuntu derivative) as well.

##### #5 - 10/18/2019 08:13 AM - 050644zf

- Language 简体中文 (Chinese Simplified) added

##### #6 - 10/20/2019 03:45 AM - jclovis3

- Subject changed from Altimeter after v.1.8 shows all blank in either mode to Altimeter after v.1.8 shows all blank in either mode when scaled below 84%

Changing the Altimeter scale to 84% or above fixes the problem. I used a 65% scale before to reduce the amount of screen space it took up.

##### #7 - 10/20/2019 07:32 PM - catonthekbd

changing the alitmeter scale alone is not enough to fix the problem, the navball scale needs to be increased too.

Master UI at 100%, Altimeter at 100%, Navball at 75% = no altimeter

##### #8 - 10/21/2019 09:57 PM - victorr

- Assignee set to victorr

##### #9 - 02/15/2020 05:41 PM - victorr

- Status changed from Confirmed to Ready to Test

- Target version set to 1.9.0
- % Done changed from 10 to 80

We have made changes in this last release and would like your feedback please.

**#10 - 07/10/2020 11:59 PM - jclovis3**

- Status changed from Ready to Test to Resolved
- % Done changed from 80 to 100

As of ver 1.10, I can see that this bug has been fixed across all ranges of scales between altitude, nav ball and master UI.

**Files**

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Blank Altimeter screen shot..PNG	23.4 KB	10/17/2019	jclovis3
Test_1_8.zip	11 KB	10/17/2019	jclovis3