Kerbal Space Program - Bug #23950

Low quality terrain textures after cheating into orbit

10/18/2019 05:51 PM - DMagic

Status:	Need More Info	**Start date:**	10/18/2019
Severity:	Low	**% Done:**	0%
Assignee:	Robert.Keech		
Category:	Camera		
Target version:			
Version:	1.8.0	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:	Core Game		

Description

When using the cheat menu to set a vessel into orbit of a celestial body with updated terrain shaders the terrain textures become very pixelated on the surface.

After saving/reloading the issue goes away, and does not seem to happen in normal, non-cheating, flight.

Screenshots are included. One is taken after cheating into orbit and landing. The other is after saving/reloading.

Graphics settings are at max (High quality terrain shaders, full resolution textures, high terrain detail).

History

#1 - 10/24/2019 03:38 PM - Robert.Keech

- Assignee set to Robert.Keech

#2 - 10/24/2019 03:48 PM - Robert.Keech

- Status changed from New to Need More Info

I cannot reproduce this, when i cheat a craft into orbit and land the terrain textures are fine, no pixelated surface. Could you provide a save where your craft is on the launchpad and your settings file.

Files

blurry terrain.png	4.45 MB	10/18/2019	DMagic
nice terrain.png	4.31 MB	10/18/2019	DMagic