

# Kerbal Space Program - Bug #23950

## Low quality terrain textures after cheating into orbit

10/18/2019 05:51 PM - DMagic

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