

## Kerbal Space Program - Bug #23988

When Anti Alias in on a line is being displayed a certain distance away that seems to surround the kerbal.

10/19/2019 09:26 PM - Anth12

<b>Status:</b>	Resolved	<b>Start date:</b>	10/20/2019
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<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		
<b>Description</b>			
KSP 1.8.0 + MH + BG			
Video and screenshot shows the problem...sort of, Sometimes its really obvious, sometimes not. the video quality isn't high enough to show that it seems to surround the kerbal.			
<a href="https://youtu.be/Y9QhZFG-KPc">https://youtu.be/Y9QhZFG-KPc</a>			
settings.cfg is to show the line for 'Line Issue.sfs'			
Work Around: Turn off AA			

### History

#### #1 - 10/19/2019 09:30 PM - Anth12

Update: if the kerbal is on the ground and I zoom in and then out then the line moves

#### #2 - 10/19/2019 09:39 PM - Anth12

Also I only see it in the shadows

#### #3 - 10/20/2019 10:09 AM - Anth12

- Subject changed from *When Anti Alias is a line is being displayed a certain distance away that seems to surround the kerbal.* to *When Anti Alias in on a line is being displayed a certain distance away that seems to surround the kerbal.*

#### #4 - 10/21/2019 09:12 PM - SamHall

- File *screenshot24-A.png* added

- File *screenshot24-B.png* added

- File *zoom.png* added

Can confirm that I've been seeing this too. It's more or less visible depending on lighting conditions, camera tilt, zoom level etc. It's difficult to properly capture in a still screenshot, since it's only a single pixel wide and constantly flickering. Looks almost like a scratch on your monitor until you rotate the camera. Seems to show up best on Duna and Eve. It's not seams / gaps in the terrain geometry, although it does loosely follow the curve of the terrain. And it doesn't seem particularly affected one way or the other by anti-aliasing settings. If I had to guess at a cause, I'd say the line is an artifact of the terrain's texture transitioning unclearly between two different detail levels at a certain distance to the camera. Maybe not even the diffuse texture; it could be the normal map or anything else in the shader really. Oh yeah, and Win10, GTX1050TI, latest drivers yadda yadda. Attaching screenshots.

#### #5 - 06/02/2020 02:51 PM - Robert.Keech

- Status changed from *New* to *Investigating*

- Assignee set to *Robert.Keech*

- % Done changed from *0* to *20*

#### #7 - 06/02/2020 02:56 PM - Robert.Keech

- Status changed from *Investigating* to *Confirmed*

- % Done changed from 20 to 10

**#8 - 06/02/2020 02:58 PM - Robert.Keech**

- Status changed from Confirmed to Updated

I've checked this in the latest 1.9 + MH + BG build and can not see the line surrounding the kerbal. Could you please retest this to see if this is still happening.  
Thanks

**#9 - 06/05/2020 09:03 AM - Anth12**

I Tested again with 1.8.0 and then 1.9.1 (added Duna to my testing)

Note: This bug report was for reporting a white thin line around the Kerbal which was obvious in shadow.

Robert Keech: The line I specified in 1.8.0 is now gone in 1.9.1.

(not sure what to set this bug report to...moot?)

**#10 - 06/05/2020 12:17 PM - Robert.Keech**

- Status changed from Updated to Resolved

- % Done changed from 10 to 100

**#11 - 07/07/2020 01:53 PM - Robert.Keech**

- Assignee deleted (Robert.Keech)

**Files**

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Line Issue.sfs	117 KB	10/19/2019	Anth12
screenshot8.png	2.07 MB	10/19/2019	Anth12
settings.cfg	35.1 KB	10/19/2019	Anth12
screenshot24-A.png	1.1 MB	10/21/2019	SamHall
screenshot24-B.png	772 KB	10/21/2019	SamHall
zoom.png	123 KB	10/21/2019	SamHall