

Kerbal Space Program - Bug #24429

Uncommanded change to "fantastic" rendering quality on startup

11/26/2019 03:51 AM - kerman-space-systems

Status:	New	Start date:	11/26/2019
Severity:	Low	% Done:	0%
Assignee:			
Category:	Camera		
Target version:			
Version:	1.8.1	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:	Core Game		
Description			
<p>In my test system (a thinkpad X220 with intel graphics), I set most of the graphics settings to low quality due to limited GPU performance. However, after exiting and restarting the game,the render quality is set to "fantastic", despite the configuration saying otherwise.</p> <p>Reproduction steps:</p> <ol style="list-style-type: none">1. start game, in settings reduce all graphic quality settings to worst quality/fastest speed. Set Graphics->Rendering quality to "fastest". Note how in intro screen (kerbals on EVA over kerbin) the mountains of kerbin are fuzzy.2. Exit KSP and restart game.3. Note how mountains of kerbin look very nice. Note lag on low performance systems. Going to the space center, game will lag and KSC will be highly detailed with conspicuous shadows. If in game, return to intro.4. In intro screen, enter settings. Do not change any settings. Press "accept".5. Kerbin mountains look fuzzy again and performance goes up. <p>Additional validation method:</p> <ol style="list-style-type: none">1. Reduce graphics quality, exit and restart KSP.2. Note fantastic kerbin mountains. Note lag.3. Go to space center, note shadows and KSC detail.4. Press escape and go to settings while game is running.5. Do not change any settings, press "accept".6. Return to intro screen.7. Go into settings -> Graphics.8. Note how render quality was set to "fantastic". <p>I suspect something about the configuration is not being applied on startup, and "fantastic" rendering is the default. Possible relation to bug #24306.</p> <p>KSP version is 1.8.1.2694 Linux Player (GOG version).</p>			