

Kerbal Space Program - Bug #24580

Error on start: "Screen: DX11 could not switch resolution"

01/14/2020 05:19 PM - GelaarsdSchaap

Status:	New	Start date:	01/14/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Application		
Target version:			
Version:	1.8.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

Upon starting the game I am immediately greeted by the following error:

Couldn't switch to requested monitor resolution

Switching to resolution 1366x768 failed, trying lower one

Switching to resolution 1366x768 failed, trying lower one

All resolution switches have failed

Screen: DX11 could not switch resolution (1366x768 fs=1 hz=0)

This occurs in a fresh 1.8 install; a fresh 1.7 starts just fine.

I already tried:

- Toggling "Properties > Compatibility > Disable fullscreen optimizations";
- Adding a settings.cfg (which was not present) with resolution info;
- Updating my graphics driver (NVIDIA GeForce GT 540).