

Kerbal Space Program - Bug #24796

Game resolution problem

02/06/2020 09:56 AM - FrankYu

Status:	New	Start date:	02/06/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.10.0	Language:	简体中文 (Chinese Simplified)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

In the Settings, after adjusting the resolution to 1920*1200, the resolution will return to the maximum screen resolution when switching game scenes (such as from the Aircraft Sssembly Building to the Launch Platform), when all UI interfaces will be small and inconvenient to view. The computer I used was Microsoft Surface Book 2 (15-inch), with a screen resolution of 3240 by 2160. Game version 1.8.1.2694 (Windows player x64) zh-cn

1920*1200 15 3240x2160 1.8.1.2694 Windows player x64 zh-cn

History

#1 - 03/02/2020 12:39 PM - FrankYu

- Version changed from 1.8.1 to 1.9.1

#3 - 07/18/2020 08:21 AM - FrankYu

- Version changed from 1.9.1 to 1.10.0

- Expansion Making History added

Files

178 KB	02/06/2020	FrankYu
428 KB	02/06/2020	FrankYu