

Kerbal Space Program - Bug #25470

UI Scaling bugs breaks map view

05/31/2020 07:52 AM - douglas

Status:	Not Fixed	Start date:	05/31/2020
Severity:	Low	% Done:	50%
Assignee:			
Category:	Controls and UI		
Target version:	1.10.0		
Version:	1.9.1	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:	Core Game		

Description

There are actually two issues here.

1. UI scaling settings don't automatically take effect even when saved. You have to open up the settings, then click "Apply" each time the game launches (saved settings changes not being applied properly when the game launches has been a reoccurring issue on Linux).
2. When the UI scale is adjusted, map icons, and nav point markers end up being drawn way off from where they should be. See attached image. This is extremely consistent, and incredibly annoying on a 4k display with UI scaling set to 200%.

History

#1 - 05/31/2020 08:18 AM - douglas

- File *4k at 160 UI Scaling.jpg* added
- File *Player.log.gz* added

The 150% UI scale default doesn't have this floating UI element effect, but anything above 150% does.

#3 - 06/01/2020 06:48 PM - Technicalfool

- Status changed from *New* to *Confirmed*
- % Done changed from *0* to *10*

#5 - 07/06/2020 03:12 PM - victorr

- Status changed from *Confirmed* to *Ready to Test*
- Target version set to *1.10.0*
- % Done changed from *10* to *80*

We've made some changes in this latest version and would like some feedback on this issue.

#6 - 07/11/2020 07:09 PM - douglas

The UI scaling is fixed, however all the graphics settings aren't being loaded when KSP starts up. The only thing that is loading is the screen resolution and full screen options. Detail levels, and UI scaling isn't being applied on startup (going to settings and hitting "Apply" right after startup will apply all saved settings).

#7 - 08/16/2020 05:35 AM - steve_v

While UI scaling no longer borks mapview, said UI scaling is not being applied at startup. As such I consider this very much not fixed.

See [#24306](#), [#24810](#) & [#24907](#).

Game settings have been broken since 1.8.0, and the problem was reported ~9 months ago. Are you actually going to do something about this or what?

#8 - 08/16/2020 05:35 AM - steve_v

- Status changed from *Ready to Test* to *Not Fixed*
- % Done changed from *80* to *50*

#9 - 01/06/2021 09:16 PM - victorr

douglas wrote:

The UI scaling is fixed, however all the graphics settings aren't being loaded when KSP starts up. The only thing that is loading is the screen resolution and full screen options. Detail levels, and UI scaling isn't being applied on startup (going to settings and hitting "Apply" right after startup will apply all saved settings).

Are these graphic settings you are mentioning in Linux? We have other reports of game settings in Linux not being persisted.

#12 - 02/13/2021 10:41 PM - douglas

victorr wrote:

douglas wrote:

The UI scaling is fixed, however all the graphics settings aren't being loaded when KSP starts up. The only thing that is loading is the screen resolution and full screen options. Detail levels, and UI scaling isn't being applied on startup (going to settings and hitting "Apply" right after startup will apply all saved settings).

Are these graphic settings you are mentioning in Linux? We have other reports of game settings in Linux not being persisted.

This was just happening in Linux. the issue was that game settings were being saved, they just weren't all being applied after they were loaded again. Clicking "apply" fixed it. So far this seems to be fixed in 1.11

#13 - 02/13/2021 10:59 PM - douglas

This can be closed. This seems to work now.

Files

Screenshot_2020-05-30_05-25-49.jpg	1.13 MB	05/31/2020	douglas
4k at 160 UI Scaling.jpg	883 KB	05/31/2020	douglas
Player.log.gz	140 KB	05/31/2020	douglas