

Kerbal Space Program - Bug #26013

Part highlighter goes too far. And loading screen loop shows what's going on.

08/30/2020 07:06 PM - GuessingEveryday

Status:	New	Start date:	08/30/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Graphics		
Target version:			
Version:	1.10.1	Language:	English (US)
Platform:	Windows	Mod Related:	Yes
Expansion:	Breaking Ground, Core Game, Making History		

Description

This is a weird problem. After I downloaded all the Tantares mods, this happened. The part highlighter breaks whenever I mouse over a part. The loading loops, I'm not sure about. I tried backing up to 1.9.1, but the problem persisted. I tried deleting the settings.cfg, but that didn't work.

History

#1 - 08/30/2020 07:26 PM - GuessingEveryday

- Category changed from Visual FX to Graphics

Here's the log. Not the original, but it still had the same problem.

Files

screenshot195.png	338 KB	08/30/2020	GuessingEveryday
screenshot197.png	1.19 MB	08/30/2020	GuessingEveryday
screenshot194.png	302 KB	08/30/2020	GuessingEveryday
screenshot193.png	515 KB	08/30/2020	GuessingEveryday
screenshot192.png	614 KB	08/30/2020	GuessingEveryday