

## Kerbal Space Program - Bug #26398

### Horizontal line on surfaces around middle of screen at certain viewing distances

11/02/2020 06:35 PM - AlexALX

<b>Status:</b>	New	<b>Start date:</b>	11/02/2020
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Graphics		
<b>Target version:</b>			
<b>Version:</b>	1.10.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

Hi, i have strange graphical artifact what start happens when i'm landed on surfaces. Basically this line are visible and noticeable when rotate camera around or move on surface. It follows camera rotation as well, but changes position if scroll up/down.

Happens to me even on fresh ksp with no mods and new save.

I attached few screenshots, zoom image to see those lines, its across whole screen. The size of the stripes is different depending on the position of the camera.

I have ksp 1.10.1 steam, on version 1.7.3 didn't saw those issues. Just checked on 1.8.1 and got same issue.

Attaching dxdiag as well.

#### Files

qj6lkb_.jpg	1.03 MB	11/02/2020	AlexALX
qj6lge_.jpg	1000 KB	11/02/2020	AlexALX
DxDiag.txt	109 KB	11/02/2020	AlexALX