

Kerbal Space Program - Bug #27172

graphic bug Ver:1.11.1 (rtx3090)

01/29/2021 03:59 PM - sardomunsp@gmail.com

Status:	New	Start date:	01/29/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Application		
Target version:			
Version:	1.11.1	Language:	Français (French)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

hi !

i have some graphic issue [video](#)

And changing to VAB or another building to back KSC center seem to be Jerky !

(log file included)

config :

Asus rog strix z390 e-gaming, CPU i9-9900k, RTX 3090 ASUS rog OC24giga, Memory 64Giga

NVIDIA drivers : Geforce Game Ready Driver 461.40

steph

History

#1 - 01/29/2021 04:03 PM - sardomunsp@gmail.com

- File settings.cfg added

game setting to 4k max resolution

added file settings.cfg

#2 - 01/29/2021 07:01 PM - jukkamuhonen@hotmail.com

Same happens with RTX 2080 no matter which settings use.

#3 - 01/29/2021 07:51 PM - MarlusKeep

Same with GTX 1650

#4 - 01/30/2021 04:00 PM - sardomunsp@gmail.com

There is a solution [here](#)

by @Anth12.

SHADOWS_FLIGHT_PROJECTION = 1

SHADOWS_KSC_PROJECTION = 1

SHADOWS_TRACKING_PROJECTION = 1

SHADOWS_EDITORS_PROJECTION = 1

SHADOWS_MAIN_PROJECTION = 1

SHADOWS_DEFAULT_PROJECTION = 1

Files

KSP.log	441 KB	01/29/2021	sardomunsp@gmail.com
settings.cfg	37.5 KB	01/29/2021	sardomunsp@gmail.com