

Kerbal Space Program - Bug #27192

Resizing window in map view causes orbits to mis-align with positions and trajectories

01/30/2021 11:38 PM - ElectroLlama

Status:	New	Start date:	01/30/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Graphics		
Target version:			
Version:	1.11.1	Language:	English (US), Français (French)
Platform:	Linux	Mod Related:	No
Expansion:	Breaking Ground		

Description

I play KSP in windowed mode. I encountered this graphical bug in 1.11.0, but now I know how to replicate it.

- 1) Start the game (with no mods) in windowed mode and start a fresh game
 - 2) Go to the Tracking Station
 - 4) Resize the window. Notice the body positions and orbits become mis-aligned.
 - 5) Zoom in and out and rotate. Notice the orbit positions are inconsistently drawn, and the problem gets worse when zoomed out.
 - 6) Focus view on Mun and gradually zoom in. Notice the orbit temporarily snaps back into position.
- Leave the tracking station.
- 7) Leave the Tracking Station and go back into it. The graphical bug does not usually persist.

This also occurs when in map view when piloting a craft, and you resize the window when focused on the craft. I remember this occurring in 1.11.0 but didn't realize what caused it. I don't remember this occurring in 1.10, but I used to play in fullscreen mode.

Version: 1.11.1.3066 (Linux Player) en-us; 1.6.1 Breaking Ground

OS Distribution: Ubuntu 20.04.1 LTS

Kernel: Linux 5.4.0-65 generic (x86_64)

Graphics: 1920x1080 GeForce GTX 660 PCIe/SSE2

Files

2021-01-30 15-06-55.mp4	6.39 MB	01/30/2021	ElectroLlama
Screenshot from 2021-01-30 15-26-41.png	980 KB	01/30/2021	ElectroLlama