

Kerbal Space Program - Bug #28418

Terrain flickers badly

08/09/2021 05:05 PM - jukkamuhonen@hotmail.com

Status:	New	Start date:	08/09/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Graphics		
Target version:			
Version:	1.12.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

Terrain details high, everything set on maximum. Terrain flickers very much at times.

History

#1 - 08/17/2021 09:46 AM - Dunbaratu

jukkamuhonen@hotmail.com wrote:

Terrain details high, everything set on maximum. Terrain flickers very much at times.

Question: Do you have the green check turned on for "Celestial Bodies Cast Self Shadows" in the graphics settings screen, and if so does turning it off make the flicker go away?

If so, then this is the same bug that I and several others experience. It seems that different terrain polygons turn dark as you move the camera in a fashion similar to z-fighting but not quite. As you rotate the camera that changes which terrain polygons turn dark, making it flicker as you rotate.

Since it stops happening when you turn body shadows off (for me anyway) I wonder if what's happening is that each terrain polygon is not only casting shadows onto other terrain polygons but also onto itself when the z-buffer rounding comes out just wrong (thus why it changes which polygons are dark when you turn the camera). My graphics is an nVidia GTX 970 in case it matters.