

# Kerbal Space Program - Bug #28428

## Black graphics on transitions

08/11/2021 07:05 PM - FizzyT

<b>Status:</b>	New	<b>Start date:</b>	08/11/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Graphics		
<b>Target version:</b>			
<b>Version:</b>	1.12.2	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

### Description

I have a strange issue where the game graphics change to black when I start a saved game, move between menus or between buildings at base. Nothing I've done to try and fix it has sorted it yet, although I have not tried to reinstall the game yet.

So far I've reverted graphical settings to stock and adjusted through all the different settings, deleted the settings.cfg file and reinstalled nvidia graphics drivers but nothing seems to fix it. Last thing would be reinstall the game but I wanted to report this first in case there's a fix.

### History

#### #1 - 08/27/2021 05:24 AM - Crazy1

FizzyT wrote:

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I suppose you tried to verify local file integrity with Steam (if you're using Steam) ? Run dxdiag ? Try to force it to run in OpenGL just to see if it's different? Are you on a laptop... sometimes they have custom drivers you have to get from the manufacturer, not Nvidia.

### Files

kerbal bug.jpg	99.4 KB	08/11/2021	FizzyT
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