

Kerbal Space Program - Feedback #3623

Tech Tree button not on screen for irregular resolution

11/30/2014 02:56 PM - usncahill

Status:	Needs Clarification		
Severity:	Low		
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	0.25	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

My screen's native resolution is 1216x684 (old projection screen). The button to buy a tech tree node is not on screen when full screen and set to this resolution. Stock resolution shows the button when selected.

History

#1 - 12/01/2014 03:42 AM - Squelch

- Tracker changed from Bug to Feedback
- Status changed from New to Need More Info

The UI elements are designed to be suitable for most common resolutions. The minimum supported vertical resolution is 768 pixels.

I'll set this as a feedback issue, so please use the vote tool to gauge how widespread this problem might be.

#2 - 12/02/2014 03:55 PM - usncahill

How do I use the voting tool?

#3 - 12/03/2014 07:10 AM - Squelch

Clicking the arrows up or down on the vote section above.

#4 - 07/27/2015 05:56 PM - Squelch

- Platform Win32 added
- Platform deleted (Windows)

#5 - 07/17/2016 09:31 AM - TriggerAu

- Status changed from Need More Info to Needs Clarification