

Kerbal Space Program - Bug #4027

Terrain Clipping On Top of Airstrip

02/04/2015 08:08 AM - YakNasty

Status:	Closed	Start date:	02/04/2015
Severity:	Very Low	% Done:	100%
Assignee:			
Category:	Camera		
Target version:			
Version:	0.24	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

The attached file shows a screen shot of the graphics issue. I believe this issue first started in version 0.24, but it might have come about in .23 or 0.23.5. I remember that this was not always an issue with the game. So far it has not caused any of my craft to collide into it, and it hasn't caused any game crashes as far as I can tell.

My System:

Win7 Ultimate 64bit

16 BG RAM

Intel Core i5-3350P

NVIDIA GTX 650 (Note: I just installed a NVIDIA GTX 750 Ti two days ago and the bug is still present.)

History

#1 - 02/04/2015 08:13 AM - YakNasty

I forgot to mention that I have been running the 32-bit client of the game and not the 64-bit even though my system is a 64-bit.

#2 - 02/04/2015 09:12 AM - YakNasty

Also, I had the latest drivers updated for the video card.

#3 - 07/27/2015 02:48 PM - Squelch

- Status changed from New to Resolved

- % Done changed from 0 to 100

- Platform Windows added

- Platform deleted (Win64)

I believe this was resolved with the introduction of destructible buildings and the subsequent patches.

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

- Platform Win32 added

- Platform deleted (Windows)

#5 - 07/17/2016 09:19 AM - TriggerAu

- Status changed from Resolved to Closed

Files

screenshot26.png

2.48 MB

02/04/2015

YakNasty