

# Kerbal Space Program - Bug #5951

## Black environnement in vehicule assembly building

11/14/2015 06:39 PM - Cedbomb

|                        |                     |                     |              |
|------------------------|---------------------|---------------------|--------------|
| <b>Status:</b>         | Needs Clarification | <b>Start date:</b>  | 11/14/2015   |
| <b>Severity:</b>       | Normal              | <b>% Done:</b>      | 0%           |
| <b>Assignee:</b>       |                     |                     |              |
| <b>Category:</b>       | Gameplay            |                     |              |
| <b>Target version:</b> |                     |                     |              |
| <b>Version:</b>        | 1.0.5               | <b>Language:</b>    | English (US) |
| <b>Platform:</b>       | Linux               | <b>Mod Related:</b> | No           |
| <b>Expansion:</b>      |                     |                     |              |

### Description

When I enter the vehicule assembly building, everything is black except for the parts and the kerbals.

### History

#### #1 - 11/16/2015 12:55 AM - sal\_vager

- Status changed from New to Need More Info

Unable to reproduce in build 1028, Linux.

Similar issue posted to the forum here

<http://forum.kerbalspaceprogram.com/threads/139591-VAB-SPH-interiors-not-displaying%28replaced-by-black-void%29-in-editor-scenes-%281-0-5-1028%29>

Searching for the error message indicates this is an operating system issue.

Disabling PPFx edge highlighting fixed it for hawkinator, looks to be specific to Intel.

#### #2 - 11/23/2015 05:00 AM - psycho\_zs

Confirming this. I saw this recently when I launched fresh unmodified KSP.

Probably, it is Unity's lame special treatment of Intel drivers.

```
OS: Linux 4.2 Debian testing 64bit
CPU: Intel(R) Core(TM) i7-3540M CPU @ 3.00GHz (4)
RAM: 7872
GPU: Mesa DRI Intel(R) Ivybridge Mobile (256MB)
SM: 30 (OpenGL 3.0 [3.0 Mesa 11.0.5])
RT Formats: ARGB32, Depth, ARGBHalf, RGB565, ARGB4444, ARGB1555, Default, DefaultHDR, ARGBFloat, RFloat, RHalf, R8
```

Usually I tweak KSP binary to garble "INTEL" string and disrupt matching. It fixes this issue too

<http://forum.kerbalspaceprogram.com/threads/49817-How-to-enable-shadows-on-Linux-for-Intel-Ivy-Bridge-graphics>

#### #3 - 11/23/2015 01:54 PM - Squelch

- Status changed from Need More Info to Unity Bug

The Intel 9xx (4000) series of GPUs is blacklisted by Unity and regarded as buggy on the Linux platform for some reason. There are some hackish workarounds, but we cannot support nor condone these or the potential damage they may cause. Until Unity are able to deal with Intel GPUs properly, there's little that can be done.

These lines in the log are generated by Unity, and not KSP

```
GL: disabling shadows on Intel 9xx (buggy)
GL: disabling framebuffer blit, antialiasing, SRGB on Intel
```

Ref: <http://forum.unity3d.com/threads/image-effects-and-shadows-disabled-on-ubuntu.212428/>

**#4 - 07/17/2016 09:41 AM - TriggerAu**

- Status changed from *Unity Bug* to *Needs Clarification*

**Files**

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|   |        |            |         |
|---|--------|------------|---------|
| Screenshot from 2015-11-14 13-34-42.png | 145 KB | 11/14/2015 | Cedbomb |
|---|--------|------------|---------|