

# Kerbal Space Program - Bug #5952

## Off screen loading bar

11/14/2015 06:42 PM - Cedbomb

<b>Status:</b>	Closed	<b>Start date:</b>	11/14/2015
<b>Severity:</b>	Very Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Camera		
<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

See picture. Changing resolution moves it but part of it always stays off screen

### History

#### #1 - 11/16/2015 04:49 PM - sal\_vager

- Status changed from New to Need More Info

Please provide more information including system specifications, driver versions, desktop resolution and KSP settings.

#### #2 - 07/17/2016 09:41 AM - TriggerAu

- Status changed from Need More Info to Needs Clarification

#### #3 - 08/22/2016 03:24 PM - sal\_vager

- Status changed from Needs Clarification to Updated

- Severity changed from Low to Very Low

- % Done changed from 0 to 10

Still happens.

The screen position of this UI element is not updated with changes to aspect ratio, caused by changing resolution, until KSP is restarted.

#### #5 - 10/13/2016 07:21 PM - sal\_vager

- Status changed from Updated to Ready to Test

- % Done changed from 10 to 80

This should no longer occur.

#### #6 - 11/18/2016 08:20 PM - JPLRepo

- Status changed from Ready to Test to Closed

- % Done changed from 80 to 100

Closing. No response.

### Files

Screenshot from 2015-11-14 13-40-18.png

15.3 KB

11/14/2015

Cedbomb