

Kerbal Space Program - Bug #6963

Terrain stretching

02/14/2016 02:30 PM - Metalwraith031

Status:	Needs Clarification	Start date:	02/14/2016
Severity:	Low	% Done:	0%
Assignee:			
Category:	Camera		
Target version:			
Version:	1.0.5	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

I know this has been reported before but i get the idea that nothing is happening and no effort is being done in fixing this. Ever since 1.0 i had a problem where the terrain stretches.

I used to have a Intel 7 3770 with a AMD HD 7950 graphics card windows 7, but now i switched to a GTX 980 TI with windows 10 and i still have this stupid bug.

I played KSP since 0.20 and before 1.0 everything was fine without any problems.

Related issues:

Has duplicate Kerbal Space Program - Bug #9691: Terrain stretching issue **Duplicate** 05/05/2016

History

#1 - 05/05/2016 02:56 PM - Metalwraith031

Even in 1.1.2 the issue persists. And changing the graphics settings do nothing at all. The settings menu appears to be broken and changing the settings from high to default to low does nothing at all. The game now looks so bad that its unplayable.

#2 - 05/05/2016 04:58 PM - smjjames

- Has duplicate Bug #9691: Terrain stretching issue added

#3 - 05/05/2016 05:01 PM - smjjames

Making an exact duplicate for the latest version was unnecessary.

It'll probably help if you post up a dxdiag log. I've seen the terrain stretching thing myself, but not to the point where it starts to rip apart the terrain.

#4 - 05/05/2016 05:05 PM - Metalwraith031

- File KSP.log added

- File DxDiag.txt added

Here a couple more logs if it helps. I hope that there is an answer to this. I did not spend 993 hours on a game that was somewhat ok.

#5 - 07/17/2016 09:55 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

Files

Strechted Terrain.jpg	357 KB	02/14/2016	Metalwraith031
KSP.log	207 KB	05/05/2016	Metalwraith031
DxDiag.txt	74.4 KB	05/05/2016	Metalwraith031