

Kerbal Space Program - Bug #8357

SPH glitch (OSx)

04/04/2016 06:23 PM - Musil

Status:	Confirmed	Start date:	04/04/2016
Severity:	Normal	% Done:	10%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	Not Applicable	Language:	English (US)
Platform:	OSX	Mod Related:	No
Expansion:			

Description

The floor on the SPH scene has a graphic glitch on OSx. The lines show black with moving and glowing lights.

Steps to replicate:

1) Enter SPH.

Images:

<http://imgur.com/cxn0SK5>

<http://imgur.com/pgtnKmx>

History

#1 - 04/22/2016 07:20 AM - edmunc

- File screenshot0.png added

Also wanted to report this and provide more details:

- new install of 1.1.0 from KSP website
- no mods
- OSX 10.11.4
- MacBook Pro (Retina, 13-inch, Early 2015)
- Graphics card: Intel Iris Graphics 6100 1536 MB

No such problems on 1.0.5

Attaching a screensot I took today (this is with KER mod, but its the same without it)

#2 - 07/04/2016 08:54 PM - henricdav

- File Screen Shot 2016-07-04 at 22.50.44.png added

- File Screen Shot 2016-07-04 at 22.51.29.png added

I also have had this problem on 1.1.0, 1.1.1, 1.1.2 and 1.1.3.

Same specs as above, and also didn't have the issue on 1.0.5.

The glitch appears on a clean steam install and is also visible in the VAB, but not as clear. See screenshots attached.

#3 - 07/17/2016 11:13 AM - TriggerAu

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Files

screenshot0.png	1010 KB	04/22/2016	edmunc
Screen Shot 2016-07-04 at 22.50.44.png	2.17 MB	07/04/2016	henricdav
Screen Shot 2016-07-04 at 22.51.29.png	2.45 MB	07/04/2016	henricdav