

## Kerbal Space Program - Bug #9404

### Edge Highlighting in Version 1.1 on OS X locks up during loading savegames

04/22/2016 05:10 AM - gullevek

<b>Status:</b>	Updated	<b>Start date:</b>	04/22/2016
<b>Severity:</b>	Low	<b>% Done:</b>	10%
<b>Assignee:</b>			
<b>Category:</b>	Camera		
<b>Target version:</b>			
<b>Version:</b>	1.1.0	<b>Language:</b>	English (US)
<b>Platform:</b>	OSX	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

If I have Edge Highlighting turned on (including AA) any game I try to load (or create new) will lock up the game with a black screen.

If I turn Edge Highlighting Off the game loads as normal

Log entry from KSP.log

```
[WRN 14:00:22.154] HighlightingSystem : Framebuffer depth data is not available and can't be used to occlude highlighting.  
Highlighting occluders enabled.
```

Hardware iMac27 Late 2013, GeForce GTX 775M 2GB Video Memory, OS X 10.11.4

#### History

##### #1 - 07/17/2016 09:47 AM - TriggerAu

- Status changed from New to Needs Clarification

##### #2 - 07/19/2016 04:12 PM - cpcallen

- Status changed from Needs Clarification to Updated

- % Done changed from 0 to 10

This bug appears to still be an issue in 1.1.3 on OS X 10.11.5:

I turned on "Edge Highlighting (PPFX)" in settings, then tried to load a saved game.

I got the black screen with "Loading" spinner in lower right corner, which promptly froze; cursor turned into spinning beachball of death. Dock icon says application not responding. KSP pinned at 50% CPU, with another 50% CPU being used by kernel\_task, according to Activity Monitor app.

Force-quitting KSP solves CPU usage. Disabling Edge Highlighting allows saved game to be loaded successfully.

#### Files

KSP.EdgeHighlight_on.log	382 KB	04/22/2016	gullevek
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