

Kerbal Space Program - Bug #9663

Screen smears while rotating screen in Rocket Construction Building

05/03/2016 01:24 AM - JonathanS223

Status:	Closed	Start date:	05/03/2016
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Camera		
Target version:			
Version:	1.1.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

When I am in the space center building my rocket, the screen smears as if it is not deleting the previous movement of the little kerbals or when I rotate the screen. It does clear up when I hover over the part in the part selection menu on the left.

History

#1 - 05/03/2016 01:36 AM - smjjames

Do you have the latest video driver update for your vid card?

#2 - 05/03/2016 01:50 AM - JonathanS223

Yes. I also re-verified with Windows Update tool and the manufacturer that I have the newest graphics driver. It's a brand new computer so it hasn't had its drivers patched recently either. It's pretty up to date. :)

#3 - 05/03/2016 03:40 AM - smjjames

No clue then, sorry....

Play around with the settings (besides turning ground crew off) maybe and see if anything changes?

#4 - 05/03/2016 08:00 PM - JonathanS223

I spent the majority of today working on trying out all the different settings and combinations, plus multiple loading of the game to make sure the visual settings were freshly loaded and nothing seems to fix the smear. The only time the smear happens is while in the ship construction facility and it vanishes when I hover over a part. As soon as I move the cursor away from the part, the smearing starts again. My guess it has some to do with the way the overlay is working and the refreshing of the screen happens the way it is supposed to when the part information window is activated. At this point there is nothing I can do then wait to see if the next patch fixes it as this may just be a strange Windows 10 fluke. :)

NOTE: This is a clean build with no mod.

#5 - 05/05/2016 01:05 AM - krimsalt

JonathanS223 wrote:

I spent the majority of today working on trying out all the different settings and combinations, plus multiple loading of the game to make sure the visual settings were freshly loaded and nothing seems to fix the smear. The only time the smear happens is while in the ship construction facility and it vanishes when I hover over a part. As soon as I move the cursor away from the part, the smearing starts again. My guess it has some to do with the way the overlay is working and the refreshing of the screen happens the way it is supposed to when the part information window is activated. At this point there is nothing I can do then wait to see if the next patch fixes it as this may just be a strange Windows 10 fluke. :)

did you try a clean install? Not just uninstal the game (if on Steam) but delete any remaining folders (after backing up the save)? Sometimes really rare unique fluke-like bugs are a result of the update seeming to not perfectly sync with the previous version. It has happened to me after every update and cleanly installing has resolved it

Other than that can you post your PC specs? Maybe there is a weird interaction

NOTE: This is a clean build with no mod.

#6 - 05/05/2016 02:52 AM - JonathanS223

I did a complete removal (and blew away the save game as it was just an initial since I was testing save games before moving my copy over) and the

problem now seems to be gone. So, situation solved! It was probably something bad with the first patching. If an admin can set this to solved, I'd appreciate it!

#7 - 05/05/2016 03:13 AM - smjjames

- Status changed from New to Resolved

- % Done changed from 0 to 100

Cool then that you were able to fix it.

#8 - 05/07/2016 04:43 AM - krimsalt

smjjames wrote:

Cool then that you were able to fix it.

it seems that most problems are just strange anomalies that occur during the patches. Maybe you during the next update there could be a PSA saying if you have any issues try fresh installs before posting on the bug boards?

Glad this wasn't game-wide!

#9 - 07/17/2016 09:20 AM - TriggerAu

- Status changed from Resolved to Closed

Files

ksp_error_smear.zip	54.2 KB	05/03/2016	JonathanS223
KSP_1.1.2_bug.png	1.7 MB	05/03/2016	JonathanS223