

# Kerbal Space Program - Bug #9691

## Terrain stretching issue

05/05/2016 04:45 PM - Metalwraith031

<b>Status:</b> Duplicate	<b>Start date:</b> 05/05/2016
<b>Severity:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b> Camera	
<b>Target version:</b>	
<b>Version:</b> 1.1.2	<b>Language:</b> English (US)
<b>Platform:</b> Windows	<b>Mod Related:</b> No
<b>Expansion:</b>	
<b>Description</b>	
<p>I have reported it before but the issue persists with 1.1.2 and made the game unplayable to me. The terrain textures are stretched out and sometimes there are gaps in the terrain mesh. I did not have this problem prior to 1.0.</p> <p>My current setup is as following: OS: Windows 10 (10.0.0) 64bit CPU: Intel(R) Core(TM) i7-6700K CPU @ 4.00GHz (8) RAM: 32684 GPU: NVIDIA GeForce GTX 980 Ti (6047MB) SM: 30 (Direct3D 9.0c [nvd3dumx.dll 10.18.13.6472]) RT Formats: ARGB32, Depth, ARGBHalf, Shadowmap, RGB565, Default, ARGB2101010, DefaultHDR, ARGBFloat, RGFloat, RGHalf, RFloat, RHalf, R8</p> <p>I used to have an different computer with a i7-4660 and and AMD HD 7950 and a i had the same problems with that system.</p>	
<b>Related issues:</b>	
Is duplicate of Kerbal Space Program - Bug #6963: Terrain stretching <b>Needs Clarification</b> 05/14/2016	

### History

#### #1 - 05/05/2016 04:46 PM - Metalwraith031

On a side note: It seems that i cant change the terrain settings. They are stuck on high setting and switching to default and low have no effect whatsoever.

I had to take screenshots with the printscreen command because the steam overlay doesn't seem to work, but that might be unrelated to KSP

#### #2 - 05/05/2016 04:57 PM - smjjames

- Status changed from New to Duplicate

- % Done changed from 0 to 100

Making a new one that is the exact copy of the old one wasn't necessary. :P

#### #3 - 05/05/2016 04:58 PM - smjjames

- Is duplicate of Bug #6963: Terrain stretching added

### Files

TEXT 1.png	1.44 MB	05/05/2016	Metalwraith031
TEXT 3.png	1.23 MB	05/05/2016	Metalwraith031
TEXT 2.png	1.86 MB	05/05/2016	Metalwraith031
KSP.log	207 KB	05/05/2016	Metalwraith031