

adjust for non-squared display aspect ratios and other advanced rendering settings.

I'll look into them. I am currently waiting to add them until I get the final 1.1 update, though.

On 3/24/2016 at 6:30 PM, jofwu said:

though.

Quote

[removed]

Posted April 1, 2016 (edited)

Released a 1.1 pre-release:

Edited February 21 by Guest

Posted April 12, 2016 (edited)

Edited April 12, 2016 by Ruedii

actually benefit from 120p refresh rates, but not on KSP.)

Quote

Guests

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Guest

Guests

Guests

meyerweb

Rocketry Enthusiast

Quote

Posted April 12, 2016

Quote

Quote

Posted April 12, 2016 (edited)

Why didn't it auto merge?!?!?!

Edited April 12, 2016 by Guest

Updated to 1.1.1. I warn you that there are known bugs.

Quote

Quote

Posted May 6, 2016

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This thread is quite old. Please consider starting a new thread rather than reviving this one.

Edit:

I've even set it to extremely low resolutions, but it's not a good idea to do. 🚳

Yeah, they'll be changing a lot of defaults around.

Does this support the Toolbar mod? For quality of life mods like this I prefer not to take up space on the stock toolbar. 🚳 Looks great

This really needs to be added to KSP's config panel. (Basically in the resolution select box there should be "Manual" which should make a pair of

text boxes appear with the width and height. I'd suggest adding "refresh" but unless you have a very advanced or old setup (LVD or CRT monitor, or

video cards that require syncing across multiple monitors) there is never any need for it on a game like KSP. (Maybe on some FPS games that can

Yeah, refresh and superscaler settings should be added on this mod. (Superscaler provides far better rendering than anti-aliasing on some

systems. Mainly due to some systems choking on the Unity Antialiasing shader.) You may also want to see if there is somewhere you can

I'm planning support sometime in the future, but right now the only option is the stock toolbar.

Posted April 12, 2016 Guest On 3/22/2016 at 4:41 AM, The Cardinal said: Very useful! Is it possible to change the resolution above the 'normal' resolutions which the game allows, f.e. 1920 x 1280? Guests Sorry I didn't realize that it was a question. 🚳 It should work with any resolution above 0x0. Quote Ruedii Posted April 12, 2016 Spontanious Unplanned Oh, one thing you may want to do is give the option to change the default z-buffer mode (quick reference of the depth of the object each pixel is Disassembly Expert displaying used to make rendering easier) 16bit is faster but can sometimes result in some z-fighting artifacts. 32bit is slower but is obviously 0000 better quality. There are a huge list of other settings you can change. I've been wanting to make a very complete "advanced graphics settings" mod myself to handle quick changing of all the settings, including all the "here be dragons" ones which I would mask behind a warning dialog.

Guest Posted April 12, 2016 (edited) I've just put together a patcher in case you set it to a very low resolution and can't set it back. [removed] Open KSP and immediately force quit it once you see the message box, then uninstall the dll. It will then be back to a normal resolution. Guests You can still edit the config, but it's made for those who aren't comfortable with it. **Edited February 21 by Guest** Quote Guest Posted April 28, 2016

create a permanent yaw trim if you use it in a flight scene, including the map. See this from @hvacengi , who helped me work out a problem over on the kOS thread: Quote Trim is set by pressing the modifier key (alt on windows) and one of the translation controls. You can reset it using the modifier key and "x". Members This is not a control listed in the KSP settings, but you can find it on the KSP wiki. **Q** 62 199 posts So if I'm looking at a ship or the map view while flying a ship, and I call up, then dismiss, AnyRes with [alt+A], I've twice pushed the trim to the left. Quote "If I didn't believe the universe was totally meaningless, I'd go crazy." —John DeChancie $X \sim$

I have a bug report (which I'll file at GitHub, but I'm documenting here for other users who don't look at Github issues): the keyboard shortcut can

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