

Kerbal Space Program - Bug #1156

Scene transition getting exponentially slower and sometimes hang

07/29/2013 06:33 AM - Brusura

Status:	Closed	Start date:	07/29/2013
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.21.1	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

Anytime yuo switch from a scene to another, from flight to another, or to editor and viceversa the game start to load very slow and it's getting worse after time. One I changed to a flight on mun and the cpu just went to 100% (50% dual core), I terminate the process after 20 minutes of loading, no crash, just task manager kill.

How to reproduce:

launch stuff and change scene go and forth anywhere, from kerbin to mun etc.

E5400
4 GB RAM
GTX 650
Win7 64bit

History

#1 - 07/29/2013 07:17 AM - BloodyRain2k

- File *normal_start.txt* added
- File *minimized_start.txt* added
- Status changed from *New* to *Confirmed*
- % Done changed from 0 to 10

Aside from also having the long loading time problem I found another one: loading it background takes multiple times longer than loading in fullscreen. Loading in fullscreen from the game opening it's fullscreen window to the mainmenu showing up took 44 sec (measured with my phone's stopwatch) Loading in background (alt tabbed as soon as I could after starting it) managed the game to get to roughly 20% on the loading bar in these 44 sec for a total of 1:13 (left it in fullscreen after checking) to get to the mainmenu.

Gladly my loading times aren't as bad as Brusura's but it's still a bunch slower than all versions before.

Win7HP 64, 16GB ram, i7-3610QM 4x2.3ghz, GTX 660M

Maybe this is related to people getting worse and worse loading times over time?

<http://forum.kerbalspaceprogram.com/showthread.php/42601-Star-map-stuttering-on-rotation>

<http://forum.kerbalspaceprogram.com/showthread.php/42601-Star-map-stuttering-on-rotation?p=552620&viewfull=1#post552620>

#2 - 07/29/2013 03:01 PM - starbork

- File *KSP_performance_21.1.zip* added

Same issue on my machine, another set of logs, hopefully helpful.

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Issue: Significant performance decrease since upgrading to .21.1

Logs, Saves, Screenshots, DXDIAG:

attached, also available at

http://file2web.com/837KSP_performance_21.1.zip

Version:

KSP Version: STEAM, 21.1.276

Mods / Plugins / Flags: None, 100% stock

Save Games: Previously, lots of unconverted from .20, only one save game created in .21.1. Have since done a completely fresh STEAM install (deleting program folder too), and issues persist.

Controls: Mouse & Keyboard (no joystick)

Details: Since upgrading to .21.1 from .20.2, I have noticed significantly longer loading times, and some in-flight hitches that are affecting gameplay. I did not gather exact metrics on .20 performance, but the following load time from .21.1 are generally at least 2-3x longer than .20 load times by my estimation.

Load Time Measurements:

Start Screen --> Space Center (SC): 12 seconds

SC --> VAB: 7 seconds

VAB, load Kerbal X [stock]: 6 seconds

VAB, launch button with Kerbal X --> Launch Pad: 33 seconds

VAB, Kerbal X loaded, hit Exit button --> SC: 28 seconds

Munar orbit, ESC menu --> SC: 7 seconds

The SOI Freeze

Flight performance seems about normal, however when transitioning to the Mun's SOI in the KerbalX pod, at timewarp 100X, there was a 5 second "freeze" where all visible activity and control were stopped. When the game resumed, my pod was a lot closer to the Mun than when the SOI change started.

Last night, when approaching the Mun in a different ship at 1000X, the freeze happened for about 10 seconds or so, and by the time it resumed I had overshot my Munar periapsis by a good deal, with serious mission consequences.

#3 - 07/30/2013 08:03 AM - TriggerAu

On my copy with the scene to scene transitions the "Loading animation" of teh planets seems to spin then freeze, then start again after a pause. Maybe that will help narrow down where that might be.

#4 - 07/31/2013 12:50 PM - TG_bigboss

I'm having same issue with scene transitions. Takes over 3 minutes from main menu to launching the Aries 4A. This is using stock steam install
KSP Version: Kerbal Space Program - 0.21.1.276 (WindowsPlayer) Steam

System:

OS: Windows 7 Service Pack 1 (6.1.7601) 64bit

CPU: AMD Phenom(tm) II X6 1090T Processor (6)

RAM: 8192

GPU: NVIDIA GeForce GTX 570 (1233MB)

SM: 30 (Direct3D 9.0c [nvd3dum.dll 9.18.13.2049])

Full KSP log:

<http://pastebin.com/GfmLMVL0>

Loading times:

Loading your save to the Space Center(SC): 40 Seconds

SC to SPH: 14 Seconds

Load craft file (Aries 4A): 14 Seconds. Longer depending on craft and amount of parts.

Launch: 114 seconds

We have a Thread in the forums with many users having this issue all with posted KSP.log files.

<http://forum.kerbalspaceprogram.com/showthread.php/42649-0-21-1-long-loading-times/page2> *

Other notes:* Ksp hangs on the black loading screen with the planet loading icon freezing. Everyone from the Thread posted above have posted about this issue. All their ksp logs both show the error of the missing transforms Group 1-39, which is what we believe, is causing the hang-up before loading the scene.

#5 - 08/06/2013 07:16 PM - Cesrate

I think I'm with you all. This thing seems to only be with 0.21.1.

#6 - 08/08/2013 09:49 AM - Brusura

- File KSP.log added

I just wanted to add a new log, with more interesting stuff inside, I was at my orbital station when things were getting slower and I pressed alt+f4 to close right away and it stucked.

#7 - 08/12/2013 11:34 PM - MrFailSauce

Just noting that I've seen this too. Happened after the update, until this is fixed, KSP isn't really playable for me.

#8 - 08/16/2013 09:15 AM - Ted

- Category set to Gameplay

#9 - 07/27/2015 06:04 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

#10 - 11/17/2015 03:04 PM - sal_vager

- Severity changed from High to Normal

Hi, please be mindful of the bug reporting guidelines and priority table when reporting issues, thank you.

<http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>

Please reproduce this in 1.0.5 and if the issue persists please provide new logs and detailed system information, including driver versions.

#11 - 07/17/2016 09:40 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

#12 - 07/18/2016 04:15 PM - Brusura

- Status changed from Needs Clarification to Resolved

- % Done changed from 0 to 100

#13 - 07/19/2016 08:35 AM - TriggerAu

- Status changed from Resolved to Closed

Thanks Brusura

Files

KSP.log	118 KB	07/29/2013	Brusura
normal_start.txt	225 KB	07/29/2013	BloodyRain2k
minimized_start.txt	276 KB	07/29/2013	BloodyRain2k
KSP_performance_21.1.zip	266 KB	07/29/2013	starbork
KSP.log	736 KB	08/08/2013	Brusura