

Kerbal Space Program - Bug #13120

Game hangs (Not Responding) on scene change to flight scene

10/27/2016 12:41 AM - GusTurbo

Status:	Updated	Start date:	10/27/2016
Severity:	Normal	% Done:	10%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.2.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

When changing scenes to flight from the VAB, SPH, or the launch pad in the space center scene, the game hangs (i.e. the task is "Not Responding") for an extremely long time. I've seen hang time between 5-10 minutes, after which the flight scene loads normally. The game does not crash, however. This was occurring on a craft with fewer than 200 parts.

My laptop is very old, but I've never encountered this issue in previous versions. Attached DxDiag and output_log. DxDiag does not properly display my video card, which is an Nvidia GT420M.

History

#1 - 10/27/2016 03:12 AM - GusTurbo

- File *Space Shuttle Mk1.craft* added

- Status changed from *New* to *Need More Info*

This craft is a good example of the problem. I've attached the craft here.

The issue seems to stem from the fairings, which are mostly for aesthetic purposes. There are six total fairings. Deleting all fairings restores load time to normal, with no hangs. Load/hang time decreases with each fairing deleted. One or two fairings leads to a normal load time. Four fairings seems to cause a load time of about 5 minutes, and having all 6 makes it 8-10 minutes.

As a point of clarification, this all occurs on the black loading screen with the animated Loading graphic in the corner.

#2 - 10/27/2016 03:36 AM - GusTurbo

- Status changed from *Need More Info* to *Updated*

- % Done changed from 0 to 10

Recreation steps:

Place fairing base and build a fairing. Repeat. Measure load time as number of fairings increases.

Edit:

Number of fairings has no effect. Try attaching a fairing to one of the upper fairing nodes.

#3 - 10/27/2016 03:08 PM - Padishar

Does anything nasty happen to the memory usage reported in task manager during this? It sounds like a relative of the fairing mesh generation issue that existed before. At one point the game cached various data for fairings on startup and this accidentally took around a gig of memory so the game no longer started up on Win32...

#4 - 10/27/2016 03:47 PM - GusTurbo

Padishar wrote:

Does anything nasty happen to the memory usage reported in task manager during this? It sounds like a relative of the fairing mesh generation issue that existed before. At one point the game cached various data for fairings on startup and this accidentally took around a gig of memory so the game no longer started up on Win32...

I don't believe so. If I recall, when I checked task manager the memory usage was actually rather low on the loading screen when it would freeze. I will take another look this evening.

This happens with both 32 bit and 64 bit (though I only have 4GB of RAM).

#5 - 10/28/2016 12:11 AM - GusTurbo

Ok, there is something fishy going on here. I'm currently testing a craft with 16 fairings, and it loads normally. There must be something about the fairings in particular on my shuttle craft, or the SRBs inside the fairings.

I've isolated the problem to the boosters, which have two fairings each, and 9 Kickback boosters inside, which clip out through the closed fairing. With one booster, no freeze on loading screen. Freezing starts with two boosters.

While frozen, memory usage for KSP is initially between 900-1100MB, but then drops to about 200MB after a few minutes. CPU usage is about 10%.

#6 - 10/29/2016 03:45 AM - GusTurbo

I'm thinking this may have something to do with the fact that I attached a fairing to one of the new fairing nodes. The game doesn't seem to like it.

[Edit]

That's a negative. I tested multiple configurations of fairings on fairing nodes, including ones that had the fairing meshes clipping through each other. No effect, at least for fairings that point in the same direction. My craft had fairings that point both up and down, which may have some effect.

Files

DxDiag.txt	79.2 KB	10/27/2016	GusTurbo
output_log.txt	680 KB	10/27/2016	GusTurbo
Space Shuttle Mk1.craft	231 KB	10/27/2016	GusTurbo