

Kerbal Space Program - Feedback #13426

Partcount vs. performance

12/14/2016 12:14 AM - AlffromKerbal

Status:	New		
Severity:	Normal		
Assignee:			
Category:	Parts		
Target version:			
Version:	1.2.2	Language:	English (US)
Platform:	Linux, OSX, PS4, Windows, XboxOne	Mod Related:	No
Expansion:			

Description

At least in space:

My thought would be, that combining **all static parts** together realized as **one part** by game, sharing a common best autostrat. Added dynamic parts to one of those combined part is handled as now **another part added** to the **combined parts**.

It would need to introduce a class of **combined parts** with all the possibilities of other static parts, but would heavily increase performance overall i think. Docking ports of course would delimit those *combined parts" to another *combined parts" docked to them.

Lets say you have 1000 thermometers and/or other stuff attached on 1 part, you would have some performance load, class **combined parts** would reduce this to 1 part but with stuff's properties.

As sideeffect, wobbling of bases, ships and whatever would reduce some grade.

Don't know if this is possible with keeping individual properties/capabilities like fuel(transfer).