Kerbal Space Program - Bug #13480

Massive FPS drop on Dune

12/22/2016 07:06 PM - Jajcus

Status:	Confirmed	**Start date:**	12/22/2016
Severity:	Normal	**% Done:**	10%
Assignee:			
Category:	Camera		
Target version:			
Version:	1.2.2	**Language:**	English (US)
Platform:	Linux	**Mod Related:**	No
Expansion:			

Description

I was playing my career game, sent a big station to Duna orbit, then tried to land a first outpost on the surface. That was hardly possible as the FPS dropped to unplayable levels as soon I was low enough over the planet. I couldn't play unless I pointed camera into the sky.

I have integrated graphics, so I do not expect great performance, but the game was totally playable until this point. I get 56 FPS in the Space Center, 15 FPS near the huge space station orbiting dunaâ¦ and 5FPS on Duna surface.

I reproduced the problem on vanilla KSP (only HyperEdit to put craft on Duna, mod removed then). Craft on the launchpad: 56 FPS, craft on Duna: 5FPS.
-force-glcore, -force-glcore33 launch options do not help. Graphics preferences are already set to minimum (I played with something better before the problem hit me).

History

#1 - 12/22/2016 07:11 PM - Jajcus

Forgot to include my specs:

CPU: Intel(R) Core(TM) i5-6267U
GPU: Intel(R) Iris Graphics 550

PLD Linux
kernel 4.8.6
OpenGL driver: Mesa 13.0.2

#2 - 12/22/2016 07:13 PM - Jajcus

Ohâ¦ and I run the 64-bit KSP.

#3 - 12/22/2016 07:27 PM - Jajcus

I have found a workaround:

```
UNSUPPORTED_LEGACY_SHADER_TERRAIN = True
```

in settings.cfg. Looks quite bad, but FPS is back to 56 â playable, at least.

#4 - 01/06/2017 12:18 PM - cobbaut

- Status changed from New to Confirmed

- % Done changed from 0 to 10

I have the same issue. Getting less than 5 fps on the Duna surface.
Even after removing all mods, removing settings.cfg and "rm -rf ~/.config/unity3d" the issue remains.

The simplest 7-parts craft on Duna gets less than 5 fps, even the static covering Kerbalheads stays for 15-20 seconds. Switching to map mode makes the problem disappear, switching back to the Duna surface immediately drops to less than 5fps.

I have no problem landing 30-parts crafts on Minmus.

I tried almost every solution from the KSP forums, lowering graphics settings does not help at all.

"UNSUPPORTED_LEGACY_SHADER_TERRAIN = True" works, but is awful to look at.

Steam KSP 1.2.2 on Linux Debian Sid, 8GB RAM, SSD, i7-4750HQ 2GHz, XFCE desktop with all other programs closed.

Files

save.zip	12.1 KB	12/22/2016	Jajcus
KSP.log	240 KB	12/22/2016	Jajcus
Player.log	569 KB	12/22/2016	Jajcus