Kerbal Space Program - Feedback #13827

Ships are loaded again and again

02/14/2017 05:48 PM - Firzen

Status:	New		
Severity:	Normal		
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.2.2	**Language:**	English (US)
Platform:	Linux	**Mod Related:**	No
Expansion:			

Description

Hello,

I am very passionate KSP player, my projects are usually quite huge, and so I use VAB quite a lot. There is one thing I really don't like:

If you want to load craft in VAB (or SPH), then ships are loaded, which can take a while (probably depends on count of parts in ships, and count of ships too). Annoying thing is that if you try to open this dialog for ship loading again, you have to wait again, because ships are loaded again and again. Even when you only click to SPH tab in that dialog, and then you click back to SPH tab, the SPH ships are loaded **again**! In my eyes, there is absolutely no reason to load ships again all the time.

Strange thing is that I don't get what actually takes so long to load except of the names of crafts - thumbnails are rendered only if you open particular ship. I would suggest to store somewhere the names of crafts and md5 hashes of related files. During loading you could then only check if stored md5 matches md5 of craft file, and if yes, just display previously stored ship name. It should work much much faster IMHO.

I hope it is possible to optimize it. :-)
Thanks in advance!