

Kerbal Space Program - Bug #1590

Fix laggy GUI

10/20/2013 07:28 AM - toxygen

Status:	Moot	Start date:	10/20/2013
Severity:	Very Low	% Done:	0%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	0.22	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

Is there a reason why GUI should be so slow? Even though no 3D scene is being rendered, like in Research & Development menu, everything is just too sluggish. Same goes for Astronaut Complex and others. Is it possible to fix this behavior to get lower latency when selecting and clicking?

History

#1 - 10/20/2013 09:18 AM - crazyman1001

Confirmed, I get 12fps on R&D but 29fps when building rocket.

#2 - 10/21/2013 11:06 AM - KingradKong

The R&D GUI is extremely unresponsive. To select a tech tree takes multiple clicks and many seconds of a non responsive program to show up. Also, I often have trouble exiting the R&D screen and have had it stuck for 20+ seconds before. Very strange for a simple gui.

#3 - 11/19/2015 05:59 PM - sal_vager

- Status changed from New to Moot

- Severity changed from Normal to Very Low

- % Done changed from 0 to 100

There have been UI improvements since this was reported and the UI is being replaced for 1.1