

## Kerbal Space Program - Feature #1627

### Dynamic simulation and render distance would be nice

10/25/2013 03:14 PM - Ruedii

<b>Status:</b>	New	<b>% Done:</b>	0%
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>	Physics		
<b>Target version:</b>			
<b>Platform:</b>	Any	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

It would be very nice to have dynamic simulation and render distance based on the current load on the user's memory, CPU and video card.

Users would specify "minimum desired framerate" in the settings, and if that framerate is being missed regularly it should check what the limitation is and reduce it. If that framerate is being exceeded regularly, it should see what there is to spare, and increase the values accordingly.

This falls under both Physics and Graphics, but I put it under physics, because the physics part is more important.