

## Kerbal Space Program - Bug #2042

### Terrain rendering not properly switched off when loading craft in high orbit.

01/19/2014 02:33 AM - a.g.

<b>Status:</b>	Closed	<b>Start date:</b>	01/19/2014
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Buildings		
<b>Target version:</b>			
<b>Version:</b>	0.23	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

When you fly a rocket higher than 160km above Kerbin, terrain rendering switches off, improving framerate. However, if you switch to a craft that is already there, this doesn't happen.

Steps to reproduce:

1. Use a comparatively slow video card, and KSP with an FPS indicator. I made my own:  
<https://gist.github.com/angavrilov/8459884>
2. Make a trivial rocket with a pod, tank and engine.
3. Enable infinite fuel and launch straight up. Monitor FPS while looking down at the planet.
4. Once the rocket crosses the 160km altitude, FPS suddenly improves (for me 20->50) because terrain rendering switches off.  
*So far, so good. However:*
5. Switch to the space center, and then back to the rocket via tracking station. FPS is suddenly back to how it was at low altitude.
6. If you let the rocket fall down below 160 and then boost up, FPS improves again.

Logging the state of PQS objects in memory shows that when a craft is loaded, both Kerbin and KerbinOcean initially have `isActive` true, and then something switches Kerbin to false, while leaving ocean at true. Interestingly, this state is fixed by actually switching kerbin back on, at which point something sets both to false.

#### History

##### #1 - 07/17/2016 09:25 AM - TriggerAu

- Status changed from New to Needs Clarification

##### #2 - 08/08/2016 12:53 PM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention