

Kerbal Space Program - Bug #2499

GPU overheating in R&D and Recruitment screen

05/18/2014 04:22 AM - raath

Status:	Closed	Start date:	05/18/2014
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Camera		
Target version:			
Version:	0.23.5	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			

Description

I am using the 64 bit Linux build.

Linux Mint 16

nvidia GTX 570 HD and tested with driver Versions 304.121, 331.67, 334.21 and 337.12. Same result on all.

On normal system load the GPU runs between 45 to 50 degrees C and in most games spikes at around 70 to 75. Kerbal runs the GPU at about 80 in the VAB, SPH and other screens, slightly higher, but in particular the R&D and Recruitment centre takes the card into the High 90s and if left alone will cause the card to shutdown resulting in a full system reboot.

This has been tested on an unmodded vanilla client.

History

#1 - 06/10/2014 06:18 PM - Ted

Huh, this is an odd one. Is there any information that you could provide to help us with this? (Relevant logs, etc.) I don't imagine that the Player log has anything useful in it, however.

Have you tried turning down settings to see if that has any noticeable effect?

#2 - 06/11/2014 04:14 AM - raath

I changed all the settings down to the lowest, reduced the resolution in full screen and in windowed and nothing makes any difference. Others have reported this on the forums here http://forum.kerbalspaceprogram.com/threads/62475-KSP-0-23-x86_64-Linux-GPU-Overheating

It feels to me like there may be a problem with the page flipping? Could be it's ignoring v-sync settings and updating the screen too fast putting load on the GPU?

#3 - 09/15/2014 01:08 PM - Vocas

my GPU starts melting violently in several scenarios, it already killed the cooling fan (it was old about to die, but this was last drop)...

- 1) research screen, hire screen, contract screen, sometimes main view at KSC --- here it slowly heats until its melting
- 2) when I fly high over KSCenter (and probably anomalies too) and look down --- instant melting
- 3) when I look into reflection of sun in water --- instant melting

my ATI HD4770 can run the game on full details, but then it goes wild just by looking some direction.

--- so I play at almost minimum details and 720P onely, but it still have tendency to start melting in firstly mentioned situations.

game version is 24.2, 32bit, while 64bit is even even faster melting my GPU in those situations

OS windows7 64bit

#4 - 09/15/2014 06:37 PM - unseeingwhale

Win 7 64bit-KSP

Starting GPU temp is 66C. While I don't get crashes my GPU will get into the high 80's and up to 90. Turning off anti A dropped it to about a constant 85C. For comparison running Skyrim on full graphics only bumps it to 72C.

I'm running a HD6970 with the latest drivers as of today.

#5 - 09/15/2014 08:40 PM - Squelch

Win 7 64bit-KSP Radeon HD7850 2Gb

Starting GPU temp is 44C with KSP idling on menu. System idle temp 33C with 23C ambient.

With everything maxed, the highest recorded temp was 62C in R&D and Astronaut Complex. This is commensurate with unseewhale's observation of ~20C rise. Similar results on DirectX and OpenGL.

I have the feeling there are other agents involved with these rapid temp rises. Without some full hardware, driver and other logs, it's going to be difficult to find a common cause.

#6 - 09/20/2014 01:35 PM - Vocas

ATI HD4770 "fapping" shaders may be causing overheating, also it seems, that anomalies don't have any rendering reduction from distance (so it's trying to render that one small pixel, which is full KSCenter, each frame).

Some shader twitching observations on different settings for you (mp4 realtime):

Low settings variations:

<http://gyazo.com/761888a7372a32bb43f8b5c00c4b880f> ; <http://gyazo.com/f3cccf804bf865b1c4771078fbed19d2> ;
<http://gyazo.com/f26ee763061f200b7854a6983b4a1ad8> ; <http://gyazo.com/e0f36aa7f30c80cc3e71b1a6b28efce6> ;
<http://gyazo.com/1c3afc0bba4bccd85329e1155ff7a776>

High settings

<http://gyazo.com/1b246b8b2b2ecb7aee7cc9feadd201f5> -> <http://gyazo.com/2192d633ed8de26867e296b3acb57736>

(I had more but evil gyazo don't let me access it until I pay :-s)

Shaders are fapping at all setting combinations I tried... that's it.

game: v.24.2 32bit

OS: Win 64bit

GPU: old Ati Radeon HD4770 -driver: <http://gyazo.com/7f537e1628d44b8de5e6b25797d7528f>

#7 - 11/19/2015 02:38 PM - sal_vager

- Status changed from New to Need More Info

- Severity changed from High to Normal

Please test that this is no longer occurring for you on the current release, also please ensure that your graphics drivers are up to date and your GPU is not overclocked.

#8 - 11/19/2015 05:17 PM - raath

sal_vager wrote:

Please test that this is no longer occurring for you on the current release, also please ensure that your graphics drivers are up to date and your GPU is not overclocked.

I honestly now think that this was a hardware GPU problem related to that card. I've upgraded to a GTX970 and don't have any of those issues anymore.

#9 - 11/20/2015 07:56 PM - sal_vager

Alright, I'll leave this open though in case anyone using that card is able to test this.

#10 - 02/14/2016 02:03 AM - dsoden

I just dusted off KSP again for the first time since release and I'm experiencing this exact same problem. GPU temperature is normally in the 50s in all parts of the game except the research screen and the crew screen where the temperature skyrockets straight to 80 and then throttles the card. Temperature drops as soon as I leave those screens. everything is up to date, Windows 7 64, GTX780, g-sync monitor, frame limited to 60hz by PrecisionX16

#11 - 07/17/2016 09:43 AM - TriggerAu

- Status changed from Need More Info to Needs Clarification

#12 - 08/09/2016 10:39 AM - 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