

Kerbal Space Program - Bug #27432

[Mod Related: 3] KSP's UIPartActionController to go crazy when following code is run

03/21/2021 04:11 AM - linuxgurugamer

Status:	New	Start date:	03/21/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Editor		
Target version:			
Version:	1.11.1	Language:	English (US)
Platform:	Windows	Mod Related:	Yes
Expansion:	Core Game		

Description

Symptoms: This cause constant re-instantiation of the PAW by UIPartActionController .Update(), generating huge lag that result in PAWs becoming very unresponsive.

To reproduce :

In the editor, add a crewable and crewed root part (only one)
Open the PAW

Compile and add the following code is compiled against KSP 1.11.2:

```
// *****  
using KSP.UI;  
  
public class TestCrewModule : PartModule {  
    bool called = false;  
    void Update() {  
        if (HighLogic.LoadedSceneIsEditor) {  
            if (!called) {  
                VesselCrewManifest originalVesselManifest = CrewAssignmentDialog.Instance.GetManifest();  
                CrewAssignmentDialog.Instance.RefreshCrewLists(originalVesselManifest, true, true);  
                called = true;  
            }  
        }  
        var manifest = KSP.UI.CrewAssignmentDialog.Instance.GetManifest();  
    }  
}  
// *****
```

Add the following to parts with crew capacity:

```
MODULE  
{  
    name = TestCrewModule  
}
```

You can use the following patch with ModuleManager to make it easier:

```
@PART[*]:HAS[#CrewCapacity[>0]]:FINAL {  
    MODULE {  
        name = TestCrewModule  
    }  
}
```

Workarounds:

I did notice that removing/restoring crew also "cleared" the condition in the editor, so I'm assuming that my adding/removing parts was particular to command pods (since that was the first panel open in the part tray) as they would trigger crew info refreshing.

Add a second crewed part, then remove it

History

#1 - 03/30/2021 10:59 PM - victorr

- Subject changed from KSP's UIPartActionController to go crazy when following code is run to [Mod Related: 3] KSP's UIPartActionController to go crazy when following code is run