

## Kerbal Space Program - Bug #28674

### FPS drops significantly when another craft set as target or when a maneuver node is created

11/19/2022 02:01 PM - CanOmer

<b>Status:</b>	New	<b>Start date:</b>	11/19/2022
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	UI		
<b>Target version:</b>			
<b>Version:</b>	1.12.4	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

#### Description

FPS drops significantly when another craft set as target or when a maneuver node is created (fps drops further with the number of maneuver nodes). This is modded KSP but exactly same thing happens to unmodded KSP as well. I can record video with unmodded KPS if you request, however it will be the same.

<https://www.youtube.com/watch?v=opShxrGnQLE>

#### History

##### #1 - 11/19/2022 10:22 PM - Anth12

- File 1\_12\_4 FPS Drop Maneuver.sfs added

Tested with 1.12.4 No Mods No DLCs.

Confirmed.

144 to between 80 and 90 when a maneuver node that has an intercept and the maneuver node is moved

144 to A drop in frame rate happens also when there is an intercept without a maneuver node.

Frame rate also doesnt recover properly if the intercept no longer exists unless I press M twice

I have a i9 9900K and Geforce 3070ti so I have no idea how this affects someone with an older PC

Quick Save attached for testing.

Great little bug you found there. Doubtful it will be fixed though as we are 3 months out from KSP2.

##### #2 - 11/19/2022 10:51 PM - Anth12

Tested it in 1.6.1 (without the maneuver mode)

Tested it in 1.7.3 (with the maneuver mode)

Tested it in 1.8.1 (with maneuver mode)

1.8 is when this problem started happening. Not related to the maneuver mode.

#### Files

1_12_4 FPS Drop Maneuver.sfs	95.1 KB	11/19/2022	Anth12
------------------------------	---------	------------	--------