

Kerbal Space Program - Bug #4294

Mouse drag event causes framerate to drop significantly on Linux

03/19/2015 08:11 PM - kshade

Status:	Closed	Start date:	03/19/2015
Severity:	Low	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	0.90	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			

Description

When I click-drag the mouse, for example to rotate the camera, my framerate is reduced to very low single digits. This happens during flight in first and third person view, on space center screen and in the tracking building, not in the two assembly buildings though as far as I've noticed. Rotating the camera with the cursor keys is nice and smooth but even then holding a mouse button and dragging will cause lots of stuttering, even if it's a button that shouldn't do anything (middle click & drag on the solar system map for example). I've tried this with mods installed and vanilla with roughly the same results.

Here's some people with the same issue (setting my locale to C didn't help, neither did pressing F2):

<http://forum.kerbalspaceprogram.com/threads/101374-number-of-issues-running-KSP-on-Linux-Ubuntu>

<http://forum.kerbalspaceprogram.com/threads/94378-Linux-Camera-Rotation-Stutter>

System information from Steam:

Processor Information:

Vendor: GenuineIntel
CPU Family: 0x6
CPU Model: 0x3a
CPU Stepping: 0x9
CPU Type: 0x0
Speed: 3800 Mhz
4 logical processors
4 physical processors
HyperThreading: Unsupported
FCMOV: Supported
SSE2: Supported
SSE3: Supported
SSSE3: Supported
SSE4a: Unsupported
SSE41: Supported
SSE42: Supported

Network Information:

Network Speed:

Operating System Version:

"Funtoo Linux - baselayout 2.2.0" (64 bit)
Kernel Name: Linux
Kernel Version: 3.18.7-gentoo
X Server Vendor: The X.Org Foundation
X Server Release: 11601000
X Window Manager: Xfwm4
Steam Runtime Version: steam-runtime-release_2015-01-06

Video Card:

Driver: NVIDIA Corporation GeForce GTX 660/PCIe/SSE2

Driver Version: 4.5.0 NVIDIA 346.47

OpenGL Version: 4.5
Desktop Color Depth: 24 bits per pixel
Monitor Refresh Rate: 60 Hz
VendorID: 0x10de
DeviceID: 0x11c0
Number of Monitors: 1
Number of Video Cards Not Detected
Primary Display Resolution: 1920 x 1080
Desktop Resolution: 1920 x 1080
Primary Display Size: 20.08" x 11.30" (23.03" diag)
51.0cm x 28.7cm (58.5cm diag)
Primary Bus: PCI Express 16x
Primary VRAM: 2048 MB
Supported MSAA Modes: 2x 4x 8x 16x

Sound card:

Audio device: VIA VT1708S

Memory:

RAM: 15504 Mb

Miscellaneous:

UI Language: English

LANG: en_US.UTF-8

Microphone: Not set

Total Hard Disk Space Available: 1345476 Mb

Largest Free Hard Disk Block: 750970 Mb

History

#1 - 04/27/2015 07:28 PM - kshade

This still happens in 1.0, most notably in IVA.

#2 - 04/30/2015 03:23 PM - D_U

- File *hardinfo_report.html* added

- File *Player.log* added

I can confirm the same issue on an Ubuntu 15.04 system.

Whenever I use the right or middle mouse button to drag the camera, the framerates drops significantly (from about 80 fps to under 5 as long as I move the camera) no matter how fast the camera is moved. Using the arrow keys results in a smooth camera movement.

The same stutter occurs when I'm dragging an UI-element (e.g. a Mod-button).

KSP is unmodded, Steam-startoptions doesn't do anything to the issue (LC_All=C command_64). The issue occurs as well when I'm starting KSP without Steam.

Changing graphical settings (AA, VSync, SM3 Terrain Shaders, Terrain Scatters, Render Quality, ...) doesn't help either. It occurs with the 32 bit as well as with the 64 bit Version.

The logs and debug-log doesn't show anything at the time the issue occurs (player.log is attached).

Game version:

KSP 1.0.0, Linux 64bit (as well as 32bit)

build id = 00830

2015-04-26_12-45-35

Branch: master

System information:

CPU: Intel(R) Core(TM) i7-3720QM CPU @ 2.60GHz

GPU: NVIDIA Corporation GK104M [GeForce GTX 680M] (changing driver doesn't change the issue)

OS: Ubuntu GNOME 15.04, AMD64, Kernel: 3.19.0-15-generic

Detailed system information and the player.log are attached.

#3 - 05/03/2015 01:57 PM - D_U

Workaround/Fix found:

Setting the mouse polling rate from (in my case) 1000Hz (Logitech G700s gaming mouse) to 125 Hz fixed the stutter for me.

How I found out: I used the touchpad (playing on a laptop) to reproduce the issue, but that didn't result in any stutter or framerate drop, so I tried to find the difference between the external mouse and the touchpad: the latter had a polling rate of 80Hz.

#4 - 11/20/2015 02:00 PM - sal_vager

- Status changed from New to Unity Bug

- Severity changed from Normal to Low

Unfortunately this is a Unity3D bug

<https://issuetracker.unity3d.com/issues/screen-dot-lockcursor-under-linux-breaks-input-dot-getaxis?page=2>

At least it's avoidable by lowering the mouse resolution in the operating system.

#5 - 03/30/2016 02:49 AM - kshade

Fixed in 1.1

#6 - 06/13/2019 06:17 PM - nestor

- Status changed from Unity Bug to Resolved

#7 - 06/17/2019 07:39 PM - chris.fulton

- Status changed from Resolved to Closed

Files

hardinfo_report.html	55.9 KB	04/30/2015	D_U
Player.log	205 Bytes	04/30/2015	D_U