

Kerbal Space Program - Feature #457

Singelton

03/19/2013 11:17 AM - TheSec

Status: Closed	% Done: 100%
Severity: Low	
Assignee:	
Category:	
Target version:	
Platform: Any	Mod Related: No
Expansion:	
Description	
Dear dev's	
I whould suggest to use a singelton for the engine(planets orbiting, etc.) and pause and unpause that. That would really optimize the game a lot. Because now you just load the game time and time again. And unload it, and load, etc :P just make a little progress bar when we hit resume saved and hit continue(main menu). Its just a suggestion. Here's some stuff how you make a [url=http://wiki.unity3d.com/index.php/Singleton] Singelton [/url] .	
if you need testers i whould be more then happy to help. I got a mac and Windows machine so i can test everything on both platforms. if needed.	
Kind regards, TheSec.	

History

#1 - 03/20/2013 05:18 PM - Mr_Orion

- Category deleted (35)
- Status changed from New to Closed
- Assignee deleted (Developers)
- % Done changed from 0 to 100
- Platform Any added

Actually, planets are never loaded or unloaded - everything is loaded once then not unloaded until you quit the game (except for the procedural terrain mesh). This isn't really relevant to the game in it's current state.