

Kerbal Space Program - Bug #4986

full gpu load while being not focused

05/13/2015 11:13 PM - BloodyRain2k

Status:	Closed	Start date:	05/13/2015
Severity:	Very Low	% Done:	100%
Assignee:			
Category:	Camera		
Target version:			
Version:	1.0.1	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

So recently I found out that KSP stays at 100% GPU load at KSC when I left it in the background.

I'm usually playing fullscreen with `-force-opengl` for reasons I currently forgot but anyways did I notice when checking my GPU graph in process explorer that it rarely did let go of the GPU so I went and investigated a bit.

After some trying I found out that exiting and entering fullscreen via `alt + enter` makes KSP while running in OpenGL care ONCE about being minimized and put to background, the GPU load will drop a lot then. Tabbing out after this however does NOT result in the letting go of the GPU anymore unless re-fullscreening is done again as mentioned before.

So I went and checked whenever this is a OpenGL thing and I found out it is, while running in DirectX mode (no `-force-opengl` supplied) it NEVER cares about being put to background.

Fullscreen, window, background, foreground, `alt + enter` twice or not, it NEVER lets go of the GPU and stays at 100% all the time while being at the Space Center, or where ever I am while doing anything outside of it, KSC was just an easier testing place as it burns the GPU up for some reason unlike the main menu which only gets to 30%.

As for my system specs, Win 7 x64 Home Premium, 16 GB ram, nVidia GTX 660M, Intel i7-3610 QM 4x2.5ghz

Funny how KSP has the same "bug" that Elite Dangerous has, that also doesn't care about being in the background and happily keeps the GPU cooking.

PS: there's no 1.0.2 for version selection here.

History

#1 - 07/27/2015 05:58 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

#2 - 11/19/2015 02:47 PM - sal_vager

- Status changed from New to Unity Bug

- Severity changed from High to Very Low

`-force-opengl` is a Unity3D feature and is unsupported by Squad.

#3 - 11/19/2015 03:11 PM - BloodyRain2k

sal_vager wrote:

`-force-opengl` is a Unity3D feature and is unsupported by Squad.

Doesn't change the fact that it STILL doesn't let go of the CPU while playing in fullscreen and being put in the background.

While the GPU load at the Space Center goes from 100% to 60% for me is that still way to much for a situation where it technically has nothing to render at all.

And this is WITHOUT `-force-opengl`, before you wanna dodge it that way again.

And yeah this is with 1.0.5 now.

#4 - 07/17/2016 09:40 AM - TriggerAu

- Status changed from *Unity Bug* to *Needs Clarification*

#5 - 08/09/2016 01:51 PM - 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