

Kerbal Space Program - Bug #5018

open parachute tweakables in editor cause massive FPS drop

05/17/2015 01:06 AM - BloodyRain2k

Status:	Closed	Start date:	05/17/2015
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.0.1	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			
Description			
When I have the tweakables for parachutes open in the editor then my FPS drop massively, probably because "---DockingAsDecoupler : 2" get's spammed in the log like insane.			

History

#1 - 07/17/2016 09:29 AM - TriggerAu

- Status changed from New to Needs Clarification

#2 - 08/10/2016 08:08 AM - 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 occuring 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