

Kerbal Space Program - Bug #614

VAB: very slow deletion on a specific craft

05/11/2013 10:20 AM - numerobis

Status:	Closed	Start date:	05/11/2013
Severity:	Unworthy	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.19.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Repro steps:

1. Load the craft file attached (Hellbat d test.craft).
2. Click on the upper of the two Mk1 fuel tanks (with all the jet engines below). This is quick.
3. Click on the parts tab to delete your selection. KSP hangs.

It's possible that it completes eventually, but I didn't have the patience; I force-quit after a minutes or two in various attempts.

Workaround: delete it in three pieces.

1. Load the craft file.
2. Click on one of the 8-way symmetric decouplers that defines the last stage. Delete it; this is quick.
3. Click on one of the 8-way symmetric cube struts closest in to the Mk1 fuel tank. Delete it; this takes a second or two.
4. Click on the upper of the Mk1 fuel tanks. Delete it; this takes a second or two.

My wild guess is that it's some quadratic-time operation to do with deleting struts.

History

#1 - 08/16/2013 10:46 AM - Ted

- Category set to *Gameplay*
- Severity changed from *Low* to *Unworthy*

#2 - 07/17/2016 09:24 AM - TriggerAu

- Status changed from *New* to *Needs Clarification*

#3 - 07/17/2016 07:46 PM - Claw

- Status changed from *Needs Clarification* to *Closed*
- % Done changed from *0* to *100*
- Platform *Windows* added
- Platform *deleted (Any)*

Absolutely amazingly, the attached craft file loaded in 1.1.X. Following the indicated steps, the game did not hang and deleted the parts with no noticeable delay.

Files

Hellbat d test.craft	633 KB	05/11/2013	numerobis
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