

Kerbal Space Program - Bug #6732

Kerbal subreddit animation has a memory abuse/leak issue.

01/19/2016 03:12 AM - adispezio

Status:	Not a Bug	Start date:	01/19/2016
Severity:	Low	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	Not Applicable	Language:	English (US)
Platform:	OSX	Mod Related:	No
Expansion:			
Description			
<p>The subreddit animation has either a memory leak or is using a cpu-heavy approach to display the rotating earth (ie, lots of unnecessary repaints in chrome). I realize there's a button to disable the animation but I believe you could achieve the same visual effect without the need to overload the render engine. I have not done the work to figure out a solution but am confident I could find a better approach (I do front-end work professionally). Happy to help if the team is interested.</p> <p>Also, if this team does not run the subreddit, can you please direct me to the person/team in charge?</p> <p>Thanks, Anthony</p>			

History

#1 - 01/20/2016 09:16 PM - sal_vager

Hi Anthony.

The KSP subreddit is run by a 3rd party, and you can contact them via this form.

<https://www.reddit.com/message/compose?to=%2Fr%2FKerbalSpaceProgram>

I hope this helps :)

#2 - 07/17/2016 09:43 AM - TriggerAu

- Status changed from New to Needs Clarification

#3 - 06/14/2019 10:32 PM - nestor

- Status changed from Needs Clarification to Not a Bug