

## Kerbal Space Program - Bug #729

### Excessive (4x?) memory usage when loading .png textures

05/29/2013 05:58 PM - Taverius

<b>Status:</b>	Closed	<b>Start date:</b>	05/29/2013
<b>Severity:</b>	Urgent	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>			
<b>Target version:</b>	0.20.2		
<b>Version:</b>	0.20.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Any	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

KSP + KSPX: ~1.15Gb RAM usage in both 0.20.0 and 0.20.1

KSP + KSPX + B9 (all png): 0.20.0, 1.9Gb RAM usage; 0.20.1, 3.1Gb RAM usage.

Pattern repeats when other mods using png textures are tested.

End result: mod configuration that worked perfectly in 0.19 and 0.20.0 causes out of memory error while in loading screen if the enough mods are recent and using .png textures.

#### History

##### #1 - 05/30/2013 08:47 AM - Anonymous

- Status changed from New to Being Worked On

- % Done changed from 0 to 30

##### #2 - 05/31/2013 07:31 PM - Ted

- Status changed from Being Worked On to Ready to Test

- Target version set to 0.20.2

- % Done changed from 30 to 100

##### #3 - 06/06/2013 06:03 PM - Anonymous

- Status changed from Ready to Test to Resolved

##### #4 - 06/06/2013 06:04 PM - Anonymous

- Status changed from Resolved to Closed