

Kerbal Space Program - Bug #12999

The longer i play (per session), the longer other screens need to load

10/14/2016 12:21 AM - AlffromKerbal

Status:	New	Start date:	10/14/2016
Severity:	Unworthy	% Done:	0%
Assignee:			
Category:	Application		
Target version:			
Version:	1.4.4	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:	Core Game		

Description

Like topic, maybe it's related to #12959.

Aswell, or related?

Opening loadsavgame screens does need very long after playing some time (careertime) and having about 80 saves, i deleted savegames manually while playing, in OS than at ingame. Does this matter (should it?). Even if i reduce savegames, loadscreen won't open as fast as when just started career.

When restarting game, loading screens is good again, but loading savedgames isn't.

History

#1 - 10/14/2016 10:21 PM - TriggerAu

Could be yeah - can you check the memory usage over time to see if it is growing like that other one

#4 - 10/15/2016 08:20 AM - AlffromKerbal

I have memory increase, i wrote there: #12959

#5 - 11/14/2016 03:36 PM - AlffromKerbal

#12959 was resolved, obviously my problem wasn't related to it, cause it's still there.

To add a symptom when problem gets influencing gameplay: game freezing for about half a second every 5-10 seconds.

#6 - 12/07/2016 10:08 AM - AlffromKerbal

AlffromKerbal wrote:

Like topic, maybe it's related to #12959.

~~Opening loadsavgame screens does need very long after playing some time (careertime) and having about 80 saves, i deleted savegames manually while playing, in OS than at ingame. Does this matter (should it?). Even if i reduce savegames, loadscreen won't open as fast as when just started career.~~

~~When restarting game, loading screens is good again, but loading savedgames isn't.~~

Delays of Load/Save dialog when having many savegames is resolved due to update 1.2.2.1622 (.loadmeta)

Still remaining:

- The longer i play (per session), the longer other screens need to load

- Game freezing for about half a second every 5-10 seconds (citation from #12959). I see this most, when having much gfx i.e. launching a big plane/rocket. While playing, it also occurs with normal gfx.

I'm using Radeon HD6950 with X driver on Mint 18, but had this problem with Mint 17.x and fglrx driver already.

#7 - 12/09/2016 06:57 PM - AlffromKerbal

1. I see this most, when having much gfx i.e. launching a big plane/rocket. While playing, it also occurs with normal gfx.

2. Game freezing for about half a second every 5-10 seconds

It seems that 1. have an effect to continuous playing to 2. despite of current viewed/controled low partcount/gfx.

Edit: One thing to add, it's also effecting editor in VAB/SPH. you get pauses there as well.

#8 - 12/30/2016 12:31 AM - bewing

Please check the sizes of your KSP.log and Player.log files. One thing we are seeing is game slowdown as at least one of these files grows in size.

#10 - 12/30/2016 12:54 AM - AlffromKerbal

i once changed owner of ksp.log, so it couldn't be updated... there was no change in behavior. Where is that Player.log located, seems i don't have one?

#11 - 06/26/2018 02:05 PM - AlffromKerbal

- *Version changed from 1.2.0 to 1.4.4*

- *Expansion Core Game added*

Still more than annoying, the more countstuff you start, the faster the slower are screenloads.

Might that be relevant to "old" hardware, or is it just some bad memoryhandling?

(Radeon HD6950 - didn't matter if proprietary drivers (Mint 17.3) then, or current open drivers (Mint 18.3) now, CPU= AMD FX-8320 x 8 @ 3.5GHz, RAM= 8GB).