

Kerbal Space Program - Bug #13035

Massive hiccups ingame with and without timewarp

10/18/2016 10:10 PM - KerbalEssences

Status:	Confirmed	Start date:	10/18/2016
Severity:	Normal	% Done:	10%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.2.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Hey guys! Since KSP 1.2 all my crafts cause hiccups / stutter every few seconds when playing. I've installed the mod MemGraph only to make this issue visible. In the screenshot I have some other mods installed too but the problem persists in a completely clean stock install awell.

Just btw. I had absolutely no issue in the earlier pre-release versions and could quickly zoom in, out and move the camera without any stutter on massive craft.

History

#1 - 10/18/2016 10:12 PM - KerbalEssences

I get an internal server error when trying to upload mit 500 kB sized screenshot. I'll try it later again.

#2 - 10/18/2016 10:14 PM - KerbalEssences

Here the screenshot on imgur: [88ytlfG.jpg](#)

#3 - 10/25/2016 01:25 PM - Daveroski

- Status changed from New to Confirmed

- % Done changed from 0 to 10

I'm experiencing the same problem on my linux vanilla install of 1.2 as mentioned in [#13103](#)

I'm experiencing it on small stations and small ships haven built an interplanetary yet.

#4 - 10/27/2016 01:10 AM - Gaarst

I'm also having the same issue on KSP 1.2.0 x64 on Windows. Clean install and even with extremely low part counts (like reentering a 5 parts pod). Never experienced stutter this strong in previous versions, even with modded installs. It appears as soon as I launch a vessel (I don't need to play N hours before it starts).

Seeing other people have this issue (here and on the forums) I think a priority switch would be appropriate.

#5 - 10/29/2016 08:56 AM - KerbalEssences

I found the issue. It's the "Highlight FX" in the options menu. When I disable both Highlight FX related options in the main menu the hiccups are gone.

#6 - 10/29/2016 08:57 AM - KerbalEssences

Just btw, I have a GTX 970 with driver 372.70 for Windows 10 64 Bit.

#7 - 10/29/2016 11:13 AM - Padishar

It is actually a combination of the highlighting and the antialiasing. You can keep the highlighting if you turn the antialiasing off.

#8 - 10/29/2016 11:20 AM - KerbalEssences

That sounds really good, thanks!

#9 - 10/31/2016 08:41 AM - Daveroski

I have highlighting turned off in flight and it is still a major issue especially during burns.

Are you saying turning it off in the editor too will cure the problem in the flight scene?