Kerbal Space Program - Feature #1626

Memory segmentation use necessary to break the 4GB barrier on 32bit mode.

10/25/2013 03:09 PM - Ruedii

Status:	New	**% Done:**	0%
Severity:	Low		
Assignee:			
Category:			
Target version:			
Platform:	Any	**Mod Related:**	No
Expansion:			

Description

There is a need to use memory segmentation of data on Linux x86-32 and Windows platforms in order to exceed the 4GB memory barrier.

While currently nobody is hitting this barrier with the stock game, some are hitting it with add-ons. Out of Memory errors are what I have traced to several bugs relating to both textures and crashes. They seem to only hit when too many add-ons are installed, however they could hit in extreme circumstances with too much debris loaded.

History

#1 - 04/29/2014 09:04 PM - Ruedii

- File KSP-Mem-Usage added

- File KSP-Mem-Map.txt added

I found that due to some unknown reason the Out Of memory mark on the Linux x86-32 binaries is approximately at 2.7GB of Memory. This is far less than it should be able to handle. Some of this may be due to the way the Steam Runtime loads the shared libraries (possibly giving them too much spacing)

I have a dump of the memory map table produced by ksysguard for you. It will likely require tab position adjustment.
I also have a listing of the libraries and how much space they are using.

Files

KSP-Mem-Usage	8.49 KB	04/29/2014		Ruedii
KSP-Mem-Map.txt	97.9 KB	04/29/2014		Ruedii