

Kerbal Space Program - Feature #1628

Better memory management of unused data.

10/25/2013 03:21 PM - Ruedii

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

Description

It would greatly improve memory handling of parts, textures and terrains that currently aren't used would be held in a cached/buffered heap file, or a separate memory segment that is marked as able to be swapped by the OS.

Rather than reloading them when needed, this allows them to be stored in the fully loaded state, cached by the OS if there is enough memory, thus dramatically reducing times to reload, without using valuable program memory.