

Kerbal Space Program - Bug #18303

AeroFX tanks framerate by 50%-66% - more details inside

03/31/2018 04:26 PM - Jognt

Status:	New	Start date:	03/31/2018
Severity:	Low	% Done:	0%
Assignee:			
Category:	Camera		
Target version:			
Version:	1.4.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

Reproduce:

- Create a craft that can go fast;
- Go fast™;
- Watch framerate get cut in half or more as supersonic/heat FX are drawn;

Tested on this machine: 4GHz i5 4670k, 16GB RAM, GTX980.

Tested with following min. settings: No mods (except for LinuxGuruGamer's ShowFPS), 1280x720 resolution, everything off or turned to minimum, just with 'normal' set AeroFX quality, 'default' FPS limit, no vSync.

Tested with following max. settings: No mods (except for LinuxGuruGamer's ShowFPS), 2560x1440 resolution, everything on or turned to max, '120' FPS limit, sync every vBlank.

Results min settings:

~30 part fighterjet: 260 fps AeroFX below 'normal'. 130 fps AeroFX at 'normal'.

~150 part Mk3 SSTO: 90 fps AeroFX below 'normal'. 30 fps AeroFX at 'normal'.

Results max settings:

150 part Mk3 SSTO: 60 fps AeroFX below 'normal'. 20 fps AeroFX at 'normal', sometimes dipping to 10-12 fps when going fast™ at around 20k altitude. (yes, sometimes, sorry, was unable to reproduce that insane drop reliably)

Kind of a big deal in a game where heat and atmospheric effects play a big role in my opinion. Especially since my machine is far from slow, and I can't imagine what it's like for people with far worse PCs.

History

#1 - 03/31/2018 06:46 PM - Jognt

KSP 1.4.2 - GOG Release - Windows x64 - x64 version of KSP

Windows 7

i5 4670k

16GB Ram

GTX980

Files

output_log.txt	755 KB	03/31/2018	Jognt
Auto-Saved Ship.craft	56.5 KB	03/31/2018	Jognt
SSTO Mk2 test.craft	237 KB	03/31/2018	Jognt