

Kerbal Space Program - Bug #18887

New structural panels act like a memory leak

05/12/2018 07:26 PM - ShadowZone

Status:	Need More Info	Start date:	05/12/2018
Severity:	Low	% Done:	0%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.4.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Making History		

Description

When trying to build larger vehicles with a lot of structural panels from Making History (the white/dark/gold ones, come in square and two triangle shapes), the game starts to use insane amounts of RAM and gets significantly slower than when using other parts.

500 part hull made of structural parts: Game uses >10 GB RAM

500 part hull made of wing parts: Game uses <5 GB RAM

I could go north of 2000 parts with wing parts easily. Sure, it starts getting laggy, but it is a far cry from how the game behaves when using the new structural panels.

I assume the large amount of attachment nodes on the new panels is the problem. Am I right in assuming the game attempts to calculate ALL the nodes when you get another noded part closer to them? When using a few hundred structural panels in a build, this makes using the editor almost unbearable.

I have lost hours to this phenonemon. It's really annoying.

History

#1 - 07/24/2019 08:51 PM - Robert.Keech

- Status changed from New to Need More Info

Could you provide a craft file that causes the issue