

## Kerbal Space Program - Bug #19469

### Reverting flights and changing scenes doesn't return all of the RAM

08/02/2018 03:31 AM - JoESmash

<b>Status:</b>	New	<b>Start date:</b>	08/02/2018
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Bug Tracker		
<b>Target version:</b>			
<b>Version:</b>	1.4.3	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

My %RAM used slowly fills up when reverting flights back to the VAB/SPH.

I have 16 GB of RAM and when I first load the game I am typically at about 45%. The game adds about a percent of RAM used every 2-3 times I revert a flight.

I'm running version 1.4.3 on Windows 10 via the 64bit executable.