Kerbal Space Program - Bug #20256

Lag spike when updating map view nodes

10/19/2018 07:47 PM - DMagic

Status:	Closed	**Start date:**	10/19/2018
Severity:	Low	**% Done:**	100%
Assignee:			
Category:	Map and Planetarium		
Target version:	1.7.0		
Version:	1.5.0	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:	Core Game		

Description

Basically any time the map view orbit nodes are changes or added there is a momentary spike in performance where the game appears to freeze for a moment. This is presumably more noticeable on less powerful machines.

This can be recreated by putting a vessel in orbit, then making a maneuver node, or targeting another vessel, or planet, or generating an encounter while editing a maneuver node. Anything that adds something like the closest encounter map node icons, or generates another orbit line like adding a maneuver node.

This behavior is not present in KSP 1.4.5.

History

#1 - 11/02/2018 12:02 PM - arnermd

Whenever I am setting up a maneuver node there is really bad lag (2-3 seconds) when the maneuver detects an encounter. If there is no encounter detected, things projected trajectory changes are smooth, once the encounter is detected everything freezes for a few seconds and then jumps ahead, once the encounter is displayed things are smooth again until the encounter ends and another lag. This also occurs when I am executing the maneuver and my current trajectory detects an encounter. Very annoying when trying to plan and execute precise maneuvers!

- Career mode, mid game, was fine before upgrade to 1.5
- I do have one mod installed "For Science", that's it
- I started a fresh new career mode game and there was no lag with the new game, lag still present with the "in process" game.

#2 - 01/18/2019 01:18 PM - captainjenson

I'm having this problem also - please advise.

#3 - 01/21/2019 03:49 AM - Azeroth

I'm having this problem also

#4 - 04/11/2019 09:07 PM - chris.fulton

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#5 - 04/11/2019 09:08 PM - chris.fulton

- Status changed from Confirmed to Ready to Test

- Target version set to 1.7.0

- % Done changed from 10 to 80

Performance has been improved up to 1.7. Setting this bug to RTT to have the reporter verify if this issue is still valid.

#6 - 05/08/2019 06:16 AM - Anonymous

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

I certainly noticed the delays in map-view in version 1.6.1, and notice no delay at all in version 1.7.0

#7 - 05/10/2019 07:57 PM - chris.fulton

- Status changed from Resolved to Closed