

## Kerbal Space Program - Bug #20346

### Using editor for extended periods results in performance drop

11/04/2018 12:44 PM - ShadowZone

|                        |                           |                     |              |
|------------------------|---------------------------|---------------------|--------------|
| <b>Status:</b>         | Closed                    | <b>Start date:</b>  | 11/04/2018   |
| <b>Severity:</b>       | Low                       | <b>% Done:</b>      | 100%         |
| <b>Assignee:</b>       |                           |                     |              |
| <b>Category:</b>       | Application               |                     |              |
| <b>Target version:</b> | 1.6.0                     |                     |              |
| <b>Version:</b>        | 1.5.1                     | <b>Language:</b>    | English (US) |
| <b>Platform:</b>       | Windows                   | <b>Mod Related:</b> | No           |
| <b>Expansion:</b>      | Core Game, Making History |                     |              |

#### Description

Build a vehicle, delete and undo a lot of stuff.

Test the vehicle and revert to VAB multiple times.

Create subassemblies. Switch to another craft and use the subassemblies.

Use struts.

Use the new structural panels from Making History.

After 20-30 minutes the editor gets slower and slower.

Attaching parts takes 5 seconds to register, RAM shoots up to use >12GB (!), Offset/Rotation tools have considerable lag to them.

This makes building complex vehicles not fun anymore and has been getting worse ever since 1.4.x

See also: <https://bugs.kerbalspaceprogram.com/issues/18887>

#### History

##### #1 - 12/09/2018 11:50 AM - ShadowZone

- File *Crash\_2018-12-09\_123650.zip* added

##### #2 - 12/11/2018 01:04 AM - Emily.Marvel

- File *KSP-20346 Build-1.6.0.2379 DxDiag.txt* added

- File *Complex Ship.craft* added

- Status changed from *New* to *Confirmed*

- % Done changed from *0* to *10*

This issue is confirmed on Build 1.6.0.2379. When creating a large vessel with multiple engines, fairings, subassemblies, and structural panels, the editor ran more slowly. Copying, pasting, undoing, and switching editors took several seconds longer than usual. Saving the craft, leaving the VAB, and re-entering caused the game to slow and the Windows spinning icon to appear. No crash occurred. Attached is a DxDiag for specifications of the PC and the complicated craft which eventually slowed things down.

##### #5 - 01/18/2019 11:45 PM - nestor

- Status changed from *Confirmed* to *Ready to Test*

- Target version set to *1.6.0*

- % Done changed from *10* to *80*

##### #6 - 07/24/2019 11:35 PM - chris.fulton

- Status changed from *Ready to Test* to *Resolved*

- % Done changed from *80* to *100*

##### #7 - 07/24/2019 11:35 PM - chris.fulton

- Status changed from *Resolved* to *Closed*

#### Files

|                                       |         |            |              |
|---------------------------------------|---------|------------|--------------|
| KSP.log                               | 2.45 MB | 11/04/2018 | ShadowZone   |
| Crash_2018-12-09_123650.zip           | 212 KB  | 12/09/2018 | ShadowZone   |
| KSP-20346 Build-1.6.0.2379 DxDiag.txt | 81 KB   | 12/11/2018 | Emily.Marvel |
| Complex Ship.craft                    | 623 KB  | 12/11/2018 | Emily.Marvel |