

Kerbal Space Program - Bug #20584

Framerate degradation after each launch

12/08/2018 02:59 PM - atuisk

Status:	Closed	Start date:	12/08/2018
Severity:	Low	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.5.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game, Making History		

Description

My framerate drops significantly after every time I switch from a craft to tracking station or space center, or if I revert to launch. When I revert to sph/vab and launch again the problem is reset.

I managed to replicate this problem not only with fresh vessels landed in space center, but also on vessels cheated into kerbin orbit.

This is with freshly downloaded (from steam) stock 1.5.1 + MH.

How to replicate:

- Launch a new craft
- note your framerate in console
- revert to launch or go back to tracking station / space center and switch back to the craft
- note your framerate again, it has dropped
- revert to VAB/SPH or quit to main menu and relaunch the craft
- framerate should be good again

History

#1 - 07/03/2019 10:48 PM - Robert.Keech

- Status changed from *New* to *Updated*

- % Done changed from 0 to 10

Issue no longer occurs

#2 - 07/03/2019 10:48 PM - Robert.Keech

- Status changed from *Updated* to *Resolved*

- % Done changed from 10 to 100

#3 - 07/08/2019 04:26 PM - chris.fulton

- Status changed from *Resolved* to *Closed*

Files

20181208160451_1.jpg	2.84 MB	12/08/2018	atuisk
KSP.log	369 KB	12/08/2018	atuisk
output_log.txt	784 KB	12/08/2018	atuisk