

Kerbal Space Program - Bug #20770

Memory leaking in scene switches, never recovered

12/28/2018 08:24 PM - Nebbie

Status:	Confirmed	Start date:	12/28/2018
Severity:	Low	% Done:	10%
Assignee:			
Category:	Application		
Target version:			
Version:	1.6.0	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:	Core Game, Making History		

Description

KSP leaks memory at a rate of about 100kB/s (real-time, timewarp does not increase the rate, and **even while paused**) in the following scenes:

- KSC main scene
- Astronaut complex
- Flight

It is near-static in other scenes (such as the Main Menu, Tracking Station, VAB, or SPH). This can be easily observed by creating a new sandbox game and looking at RAM usage.

This had gotten to the point where after a few hours running, doing a Mun orbit mission and then leaving the game paused for a while afterwards, the game was using **7.5GB** of RAM on my machine (even after switching to an empty sandbox save), when it only uses **4.2GB** on startup.

History

#1 - 12/28/2018 08:25 PM - Nebbie

- Subject changed from *Memory leaking while paused on KSC scene* to *Memory leaking in some scenes, even while paused*

#2 - 12/28/2018 09:27 PM - Nebbie

- Subject changed from *Memory leaking in some scenes, even while paused* to *Memory leaking in scene switches, never recovered*

It appears the 100kB/s leak is actually due to mods; scatterer and EVE seem to cause it.

However, that still leaves the problem that the game *generally doesn't free up memory*, leading to inevitable memory bloat as it slowly (or much more quickly with mods) leaks; if I load up an empty sandbox save, go into the VAB and back several times, then go back to the main menu, memory usage has about a 10MB net increase.

#3 - 04/09/2020 10:54 AM - Anth12

- Status changed from *New* to *Confirmed*

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

Definitely a problem and as I dont use mods for most bug reports, the memory not recovering cant be blamed on mods. Its part of the stock game