

Kerbal Space Program - Bug #20934

Asteroids accumulate over time and cripple game performance

01/14/2019 07:32 PM - bitzoid

Status:	Confirmed	Start date:	01/14/2019
Severity:	Low	% Done:	10%
Assignee:			
Category:	Map and Planetarium		
Target version:			
Version:	1.6.1	Language:	English (US)
Platform:	Linux, Windows	Mod Related:	No
Expansion:	Core Game, Making History		

Description

When leaving on about 10 Sentinel-Probes on various orbits around Kerbol, they keep discovering asteroids to the point where the game becomes extremely sluggish. In my case, I just forgot to deactivate them after use and it took me a while to figure out why the game was slowing down to a point where opening the map / launching vessels / switching vessels takes over 5 minutes. See attached screenshot.

It is unclear to me whether this is intended behaviour (if you do silly things in a space program, bad things happen, after all), but it was pointed out in the forums that this could be a bug. If it is intended that an arbitrary amount of objects are discovered (over 700 in my case) the user should have some kind of indication that this will impact performance when the number of objects exceeds reasonable limits.

History

#1 - 01/18/2019 08:38 PM - Anth12

- File 10 Sentinels OFF.sfs added
- File 10 Sentinels ON.sfs added
- File Memory Usage after 4 hours.png added
- File 3770 Unknown Objects.png added
- Status changed from New to Confirmed
- % Done changed from 0 to 10
- Platform Windows added

Windows 10
Steam KSP 1.6.1 + MH 1.6.1

Confirmed.

Attached these two saves for testing.

10 Sentinels OFF.sfs
10 Sentinels ON.sfs
Most were set orbited and then moves out of SOI to get them to work.

Note that the issue seems to be while timewarping.
When not time warping the the Unknown Objects are decreasing slowly over time.

I have no idea why there needs to be a certain amount of sentinels running before timewarping keeps increasing the numbers

Memory Usage after 4 hours.png is my memory usage after forgetting about KSP and it timewarping for 4 hours
3770 Unknown Objects.png shows 3770 Unknown Objects I had after 4 hours.

Files

File Name	Size	Date	Author
1Pa02W3.png	678 KB	01/14/2019	bitzoid
10 Sentinels OFF.sfs	307 KB	01/18/2019	Anth12
10 Sentinels ON.sfs	307 KB	01/18/2019	Anth12
Memory Usage after 4 hours.png	35.5 KB	01/18/2019	Anth12

