

Kerbal Space Program - Feedback #22154

Cant say this is a bug but this might be important for the upcoming DLC in relation to particle effects

05/08/2019 12:57 AM - Anth12

Status:	New		
Severity:	Low		
Assignee:			
Category:	Camera		
Target version:			
Version:	1.7.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game		

Description

<https://youtu.be/iSS5CgzuvYY>

KSP doesnt appear to be made for kraken tech and a paddle boat.

The particle effects for this can cause frame rate issues and CPU issues as well at times.

The suggestion is...is there a way that another type of effect can be used if KSP can detect what is happening that uses less GPU?

Related issues:

Related to Kerbal Space Program - Feedback #24221: Limit the number of splash...

New

History

#1 - 11/23/2019 12:20 AM - nestor

- Related to Feedback #24221: Limit the number of splashdown particles. added

#2 - 12/12/2019 09:21 AM - Anth12

- File 100 Percent.png added

Actually seems more of a GPU than CPU problem as the Hardware monitor is indicating

#3 - 12/12/2019 09:21 AM - Anth12

- Expansion Breaking Ground added

Files

100 Percent.png	1.36 MB	12/12/2019	Anth12
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