

Kerbal Space Program - Feature #2407

Idle with less CPU when "Game Paused" dialog is up

04/19/2014 07:59 PM - quantumac

Status:	New	% Done:	0%
Severity:	Normal		
Assignee:			
Category:			
Target version:			
Platform:	Any	Mod Related:	No
Expansion:			

Description

On a laptop, battery life is precious. Pausing KSP by pressing ESC and entering the "Game Paused" dialog, the game still uses ~ 110% of the CPU just sitting there doing nothing. This heavy, active event polling sucks down battery life. KSP also confuses my Macbook Pro when sleeping with such a busy process. It makes the machine very sluggish when waking up again.

It would be quite helpful if pausing the game would reduce it's CPU usage to near zero, so the user doesn't have to quit KSP and then undergo the time penalty of reloading it later just to save battery power.