

Kerbal Space Program - Bug #24208

Memory leak and severe slowdown

10/24/2019 11:48 PM - KenSharp

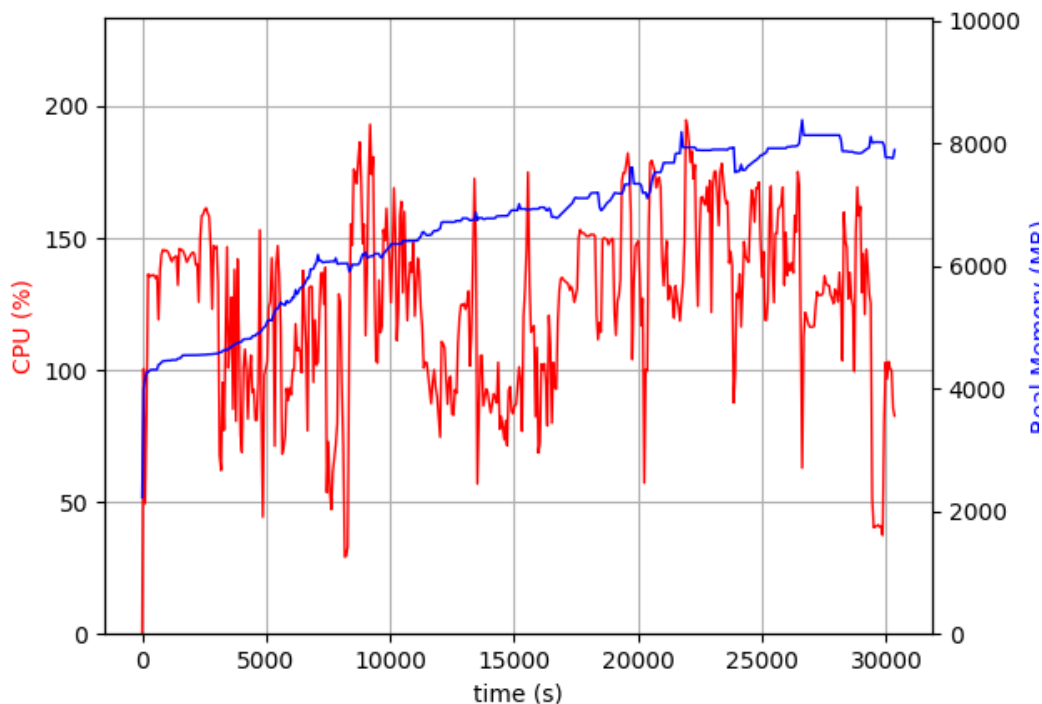
Status:	Confirmed	Start date:	10/24/2019
Severity:	Low	% Done:	10%
Assignee:			
Category:	Application		
Target version:			
Version:	1.8.0	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

I've put these two issues together as I believe one causes the other.

When first starting the game it uses around 4 GB of RAM, which is reasonable. However, after playing for a while the game takes longer and longer to switch between scenes. I noticed that the memory slowly balloons. At one point it hit 11 GB on my system before I noticed that the system was starting to swap (which made the game unplayable).

Closing the game and opening it again reduces its usage back to 4 GB, for the ballooning to start all over again.



I'm new to the game so have no mods, but the game came with the expansions included. I also do not know if this is new to 1.8.0 as I only had the game for a day or so before it was updated (automatically via Steam), which also kicked me out mid-game.

There are other bug reports regarding memory leaks but they seem to be specific, and sadly I cannot be. But if there are multiple sources of leaks then this would explain the issue.

<https://bugs.kerbalspaceprogram.com/issues/23687>

<https://bugs.kerbalspaceprogram.com/issues/20770>

<https://bugs.kerbalspaceprogram.com/issues/15054>

I have Windows 10 if testing with that would be any help, but I tend to stick with Ubuntu 18.04.

History

#1 - 10/25/2019 01:34 AM - KenSharp

- *Category changed from Bug Tracker to Application*

#2 - 04/09/2020 10:55 AM - Anth12

- *Status changed from New to Confirmed*

- *% Done changed from 0 to 10*

Yes. Confirmed.

Files

psrecord.png

50.6 KB

10/24/2019

KenSharp