Kerbal Space Program - Feedback #24221

Limit the number of splashdown particles.

10/28/2019 07:36 AM - dok_377

Status:	New		
Severity:	Low		
Assignee:			
Category:	Application		
Target version:			
Version:	1.9.0	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:	Core Game		

Description

The current system of splashdown particles is rendering too many particles, leading to drastic dips in performance. It can be as bad as 5 fps on a pretty decent gaming rig with a GTX 1060 6G card. Pretty much ANY graphics card that's available for purchase right now is susceptible to the performance drop from what I've seen. It would be greatly appreciated if this system received a much needed tuning.

Related issues:

Related to Kerbal Space Program - Feedback #22154: Cant say this is a bug but...	**New**

History

#1 - 10/28/2019 07:58 AM - dok_377

- Version changed from Not Applicable to 1.8.0

#2 - 10/30/2019 09:52 AM - dok_377

- Version changed from 1.8.0 to 1.8.1

#3 - 11/23/2019 12:20 AM - nestor

- Related to Feedback #22154: Cant say this is a bug but this might be important for the upcoming DLC in relation to particle effects added

#4 - 02/19/2020 02:32 PM - dok_377

- Version changed from 1.8.1 to 1.9.0