

Kerbal Space Program - Bug #24342

Very slow interface and physics if many EAS-1 are placed on a spaceship

11/08/2019 09:43 PM - undivido

Status:	Confirmed	Start date:	11/09/2019
Severity:	Low	% Done:	10%
Assignee:			
Category:	Application		
Target version:			
Version:	1.8.1	Language:	русский (Russian)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game, Making History		

Description

Hello!

If I place a lot of EAS-1 with kerbals on my spaceship or plane, then the interface is very slow, physics is calculated with delays. During the experiments, I found out that this happens when about 10 EAC-1s are placed. In the first video, 17 EAC-1 are located under the fairing - https://drive.google.com/open?id=1ILq-co0PNQLWjGInG52j_N14VfSF_fZc
In the second video, 14 EAC-1 is placed on the device - https://drive.google.com/open?id=1RqQHKQsRAu5_CAdEsov4xX-qfiN9s5PF

This is vanilla KSP, no mods, installed and updated from Steam, latest version 1.8.1.
HW: CPU - Intel Q9550, 8GB RAM, GPU Nvidia GTX 1080.SW: Win7 wich latest update, latest drivers on GPU.

History

#1 - 11/08/2019 09:48 PM - undivido

- File *SpaceAdventure.craft* added

- File *MOTO-G2.craft* added

#2 - 11/10/2019 06:13 AM - Anth12

- File *quicksave.sfs* added

- File *screenshot19.png* added

Confirmed.

The quick save has 2 rovers, it only applies if there's kerbals in the seats plus if you move from the rover with 20 kerbals to the one with 1 kerbal the frame rate changes.

Wonder if this affects command pods too....

#3 - 11/10/2019 06:13 AM - Anth12

- Status changed from *New* to *Confirmed*

- % Done changed from *0* to *10*

Files

File Name	Size	Date	Author
MOTO-G2.craft	73.1 KB	11/08/2019	undivido
SpaceAdventure.craft	156 KB	11/08/2019	undivido
quicksave.sfs	451 KB	11/10/2019	Anth12
screenshot19.png	770 KB	11/10/2019	Anth12