

Kerbal Space Program - Bug #24388

Very low FPS after entering a scene sometimes

11/14/2019 05:12 PM - Kirk

Status:	Need More Info	Start date:	11/14/2019
Severity:	Low	% Done:	0%
Assignee:			
Category:	Application		
Target version:			
Version:	1.8.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game		

Description

I have this weird issue where, sometimes, when I enter a scene, the FPS appears to drop to almost nothing. The debug window says ~30 FPS, but it feels more like 1 or 2 FPS. Perhaps this is because the UI interaction is also really sluggish. Then, when exiting the scene and immediately reentering it, everything will be fine, with FPS being 60 and the UI being responsive.

I've noted that when this happens, KSP will use only 10% CPU, despite more than 90% being available. When exiting and reentering the scene, CPU usage shoots back up to its usual 50%-100%.

So far I've had this happen in the main menu scene, and the VAB scene. Exiting these scenes (but not exiting the game) and then going back fixed things.

The debug window show no log-spam.

Note that my hardware specifications will register as "low", but I've had no such issues in KSP before 1.8.1 (note, the last version I played before 1.8.1 was 1.7.2). In fact, when the issue does not happen, performance is significantly better than in 1.7.2 (from 15 FPS to 60 FPS).

Windows 7 64 bit
AMD Athlon 64 X2 6000+
Geforce GTX 750 Ti

History

#1 - 11/18/2019 11:26 PM - Kirk

- File KSP.log added

This log is of a session where it happened every time I entered the editor except for the first time. The first time I entered the editor, it only happened when the part highlighter was active.

#2 - 05/22/2020 03:25 PM - Robert.Keech

- Status changed from New to Need More Info

Please attach a save where the issue is occurring and a video of the issue happening

Files

KSP.log	356 KB	11/18/2019	Kirk
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