Kerbal Space Program - Bug #24395

Part highlighter (sometimes?) halves framerate

11/16/2019 11:40 PM - Kirk

Status:	Need More Info		**Start date:**	11/16/2019
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
Every time I mouse over a part in the editor, the frame rate drops from 60 FPS to 30 FPS, although it feels more like 10 FPS. The UI response becomes rather sluggish I guess. I don't remember experiencing this in 1.7.2, so I've tagged this as a bug.

History

#1 - 11/16/2019 11:45 PM - Kirk

Shortly after entering this bug report, it suddenly started working as before (without even leaving the editor). Mousing over a part no longer reduced the framerate or UI response. As such, it may be related to #24388? No idea anymore what's going on, except that these slowdowns didn't happen in 1.7.2.

#2 - 11/16/2019 11:45 PM - Kirk

- Subject changed from Part highlighter halves framerate to Part highlighter (sometimes?) halves framerate

#3 - 11/16/2019 11:59 PM - Kirk

Shortly after the edit it came back. I exited and reentered the editor and it was gone again.

#4 - 05/22/2020 03:24 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