

Kerbal Space Program - Bug #24424

Performance When Switching Vehicles

11/25/2019 07:38 PM - c1derly

Status:	New	Start date:	11/25/2019
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, Making History		

Description

I have had this issue for a while now but just found where to report it. I usually end up building large space stations and with mods large bases. The performance of this usually isn't too bad originally but as I switch between the large base and other ships the performance keeps getting worse even though nothing else has changed. It eventually gets to only a couple of frames per second. It drastically increases loading time even when loading a small vessel and eventually usually causes the game to crash. This happens without mods too just with large space stations. MY bases are particularly large so it happens much faster.

History

#1 - 11/25/2019 11:40 PM - Anth12

A Quicksave that has this happening would help to confirm it

#2 - 11/25/2019 11:44 PM - Anth12

Plus...is this switching between crafts that are within range of each other or not within range of each other?

#3 - 11/26/2019 02:50 AM - c1derly

Sorry I thought it was from switching but I just went and switched between vehicles over and over and the FPS stayed the same. I guess it's something else. If I play for a long time anyway it slows down a lot as does the loading and usually eventually crashes. I will open up another ticket if I can pinpoint what exactly is causing it.

#4 - 11/26/2019 11:15 AM - Anth12

I did some testing of this. I had one craft (1000+ parts) that on setting it to orbit the ram was jumping 700 megs.

I made another craft that had 1000+ parts so I could get it into orbit the old fashioned way, on setting orbit it didn't increase the ram the same way.

Not sure what the difference is yet

#5 - 11/30/2019 08:32 PM - c1derly

Having done a little more testing on this there is definitely an increase in loading time the more I play. I noticed more when I am dealing with large vehicles, but it does not set in immediately. If I play for 3-4 hours in a row there is a substantial increase. It's not just switching vehicles. Even getting into the designer takes 20+ seconds when it used to take 1-2 when I first load my game. The FPS hit likely was unrelated to this. I found that I frequently am looking things up on the internet when I'm playing KSP and I leave the browser windows open which starts taking up more and more CPU which slows the physics calculations down. I made sure to close all of my browsers and no longer saw FPS increases after a long period of play. So I don't think the FPS is related but I still think the increased loading time is.