

## Kerbal Space Program - Bug #25075

### Interplanetary voyage to satellite performance hit

03/21/2020 12:49 PM - Alexoff

<b>Status:</b>	Investigating	<b>Start date:</b>	03/21/2020
<b>Severity:</b>	Low	<b>% Done:</b>	20%
<b>Assignee:</b>	Technicalfool		
<b>Category:</b>	Frame Rate		
<b>Target version:</b>			
<b>Version:</b>	1.9.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

I have found serious performance bug in KSP. I tried to make a maneuver to Jool and I wanted to intercept Tylo for orbiting Jool. When I marked Tylo as a target I faced serious framerate impact. Here is video:

<https://www.youtube.com/watch?v=RXxIfiT5luc>

And after that I cannot return to space center, the game just freeze on loading screen.

#### History

##### #1 - 03/31/2020 04:46 PM - Technicalfool

- Status changed from New to Investigating
- Assignee set to Technicalfool
- % Done changed from 0 to 20

Hello. Is there any chance you could upload a copy of the Player.log file associated with this playthrough, or any playthrough when this happens?

The log should be located by hitting the start/windows button when at the Windows desktop and searching for appdata\..\local\low\squad\kerbal space program\