

## Kerbal Space Program - Bug #25720

### Pixel lights drop performance of the game significantly.

07/06/2020 04:11 PM - dok\_377

<b>Status:</b>	Need More Info	<b>Start date:</b>	07/06/2020
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Graphics		
<b>Target version:</b>			
<b>Version:</b>	1.10.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

**I'm not really sure if this is a bug or what, but my game is experiencing extreme slowdowns and lag when the lights on my craft hit the surface of the planet (any planet with the new shader actually, I tested this on the Mun as well).**

I don't think this is my computer's fault, I have a pretty powerful graphics card (geforce GTX 1060 6g) that is supposed to be more than enough to run all the graphics of the game without a hitch. I also noticed that this issue is related to the angle of the camera relative to the ground when the lights are on. It's not related to mods at all, I tested this with a freshly downloaded install as well. I think this started happening when the new planet shaders were introduced or when the new version of the Unity engine was implemented, not quite sure on that one. I will attach screenshots that show the difference in performance and also the simple craft file to test this on. Just load it and hit launch, this craft is moved to the side of the editor behind the walls, so it will load on the grass. You will need some program to measure frames per second to actually see the performance change when you toggle the lights.

#### History

##### #1 - 07/06/2020 04:13 PM - dok\_377

- File *Player.zip* added

And again, the *Player.log* for some reason refuses to attach, so I zipped it.

##### #2 - 07/06/2020 04:14 PM - dok\_377

- Description updated

##### #3 - 07/07/2020 10:59 PM - RafaHdz

- Status changed from *New* to *Need More Info*

I had this issue happen to me once but when I went back to older versions to try to repro ot there and then came back to the latest, I couldn't reproduce it anymore. I think it had to do with missing files so we need someone else giving it a try.

##### #4 - 07/08/2020 05:57 AM - dok\_377

I'm pretty sure I validated all of the game files through Steam and it made no difference, but I also agree that this needs more info. To figure out the cause, at least, although I'm almost certain it's the new terrain shaders.

#### Files

2020-07-06_183605.png	1.14 MB	07/06/2020	dok_377
2020-07-06_183559.png	1.66 MB	07/06/2020	dok_377
2020-07-06_183615.png	679 KB	07/06/2020	dok_377
2020-07-06_183610.png	1.32 MB	07/06/2020	dok_377
2020-07-06_183625.png	1.68 MB	07/06/2020	dok_377
2020-07-06_185804.png	579 KB	07/06/2020	dok_377
2020-07-06_185809.png	1.11 MB	07/06/2020	dok_377
Light Test.craft	31.1 KB	07/06/2020	dok_377

Light Test.sfs	97.4 KB	07/06/2020	dok_377
KSP.log	406 KB	07/06/2020	dok_377
Player.zip	47.5 KB	07/06/2020	dok_377