

Kerbal Space Program - Bug #25931

Debug section in action menu stays enabled in VAB/SPH and causes lag

08/08/2020 05:36 PM - jayvey

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|------------------------|--|---------------------|--------------|
| Status: | New | Start date: | 08/08/2020 |
| Severity: | Low | % Done: | 0% |
| Assignee: | | | |
| Category: | Parts action window | | |
| Target version: | | | |
| Version: | 1.10.1 | Language: | English (US) |
| Platform: | Windows | Mod Related: | No |
| Expansion: | Breaking Ground, Core Game, Making History | | |

Description

When you enable the show aero data in Action menu option in the debug menu in-flight, the debug section of the action menu stays enabled when you return to the VAB/SPH.

When you rightclick a part in the VAB/SPH that shows this menu, the game start to lag badly, as if aerodynamics are being calculated.

To replicate:

1. Build craft and launch
2. Open debug menu (Alt-F12) and enable show aero data in Action menu
3. Revert flight to VAB/SPH
4. Right click some parts to open the Action menu's
5. Move camera around to see the lag

Result:

- A debug section will be visilbe in the Action menu's while in the VAB/SPH
- The game start lagging badly, visible when you try to change the camera position

Fix:

1. While in VAB/SPH, open debug menu (Alt-F12)
2. Disable show aero data in Action menu option

Game runs smooth again and debug section disappears from action menu's.

Desired behaviour:

Although aerodynamic data isn't necesseraly undesired in the VAB/SPH, the lagging caused by it is undesirable.

Files

KSP debug bug.jpg

623 KB

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