

Kerbal Space Program - Bug #25940

Frame rate affects asset loading time during game load

08/11/2020 01:06 PM - jukkamuhonen@hotmail.com

Status:	Need More Info	Start date:	08/11/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Frame Rate		
Target version:			
Version:	1.10.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

If you limit FPS on nvidia or ingame settings, it affects loading times of KSP.
Same happens if you put VSYNC ON.
I got game start with lot of mods at 1minute 5 seconds without FPS limits and VSYNC off.
If i limit my FPS to my monitor i have to wait game couple minutes.

I wanted to limit fps so my gpu doesn't warm too much.

History

#1 - 08/25/2020 10:04 PM - Poodmund

- Subject changed from FPS limit and VSYNC affects loading times. to Frame rate affects asset loading time during game load
- Category changed from Settings to Frame Rate
- Platform XBoxOne added

I can confirm this issue, I posted about it in length here:

<https://forum.kerbalspaceprogram.com/index.php?/topic/196525-ksps-load-times-are-still-limited-by-fps-improve-your-load-times-d/>

Basically, it appears that coroutines run on Update so if any resource load takes less than a frame length in time then the rest of the time in that frame will be wasted until the next new frame. This is the cause of the wasted/additional loading time.

Depending on frame rate limiting, at 30fps I was getting over 3x longer load times when compared to an unlimited frame rate which is quite shocking.

I have a video showing this here: https://www.youtube.com/watch?v=4rb7QubxGO8&feature=emb_title

Setup Specification:

Kerbal Space Program - 1.10.1.2939 (WindowsPlayer x64) en-us
OS: Windows 10 (10.0.0) 64bit
CPU: Intel(R) Core(TM) i9-9900KS CPU 5.00GHz (16)
RAM: 32684MB 4300MHz
GPU: NVIDIA GeForce GTX 980 Ti (6097MB)
SM: 50 (Direct3D 11.0 [level 11.1])

#2 - 09/03/2020 09:21 PM - Poodmund

- Status changed from New to Confirmed
- % Done changed from 0 to 10
- Platform deleted (XBoxOne)

#3 - 01/08/2021 05:23 PM - RafaHdz

- Status changed from Confirmed to Need More Info
- % Done changed from 10 to 0

Need more details about this one. Tested loading the game with default, 60 and 180 framerate limit and v-sync on and off and the loading times are the same.

#4 - 08/20/2022 01:16 PM - Poodmund

RafaHdz wrote:

Need more details about this one. Tested loading the game with default, 60 and 180 framerate limit and v-sync on and off and the loading times are the same.

See the fix here: <https://github.com/Poodmund>LoadingVSyncDisabler/releases>

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