Kerbal Space Program - Bug #27113

Memory leak?

01/21/2021 09:35 PM - jukkamuhonen@hotmail.com

Status:	New		**Start date:**	01/21/2021
Severity:	Low		**% Done:**	0%
Assignee:				
Category:	Gameplay			
Target version:				
Version:	1.11.0		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:	Breaking Ground, Core Game, Making History			

Description

when running game for hours, loading times gets huge. When switcing to tracking station, going for space center etc etc.
And when exiting game to main menu, gpu still is 95%.

Restarting game helps a lot.

This feels like some memory leak related to gpu.

History

#1 - 01/21/2021 09:53 PM - jukkamuhonen@hotmail.com

There is lot of flickering textures on game, been there since 1.10. Shadows seems to be problem, then there is some "ghosts" at some surfaces, where you can see shadow where it shouldn't be. Shadows needs full rework on this game.