

Kerbal Space Program - Feedback #27160

Performance suggestion for fuel lines connectiable between vessels.

01/28/2021 05:54 PM - jukkamuhonen@hotmail.com

Status:	New		
Severity:	Low		
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.11.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

I noticed that we could get lot better performance if we split large mining bases seperated at smaller inviduals when they are close each other, this way computer shares cpu capacity better between cores.

What we would now need is non physical fuel line / joint system, which allows connection of vessels without them being on same physical rigid body.

This way we could create large bases.