

## Kerbal Space Program - Feedback #28325

### Tracking center loading lag

07/20/2021 07:13 PM - jukkamuhonen@hotmail.com

<b>Status:</b>	New		
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>	Tracking Station		
<b>Target version:</b>			
<b>Version:</b>	1.12.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

#### Description

When you have lot of vessels at space, it takes huge time to load tracking center.

To fix this i switch all icons and connections Off at top of tracking center, so next time it loads lot faster like starting new game.

I have i5 11k and rtx 3080ti, have only about 100 vessels+depris total.

Same lag spike can be seen sometimes when placing part at VAB.

#### History

##### #1 - 07/20/2021 07:17 PM - jukkamuhonen@hotmail.com

This problem May have always been there but it is now more obvious when i got new pc, game itself runs now very smooth but tracking center and map seems to be bottleneck of game.

##### #2 - 07/23/2021 03:18 AM - Dunbaratu

[Deleting my comment. I realize on re-reading it that what I was talking about was a different unrelated bug. This bug is about the time to first load up the scene, and I was talking about the animation rate once inside the scene and running it.]