

Kerbal Space Program - Bug #5024

switching between scenes causes memory to constantly increase

05/21/2015 07:42 AM - cmurtheepic

Status:	Closed	Start date:	05/21/2015
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.0.1	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

when i switch from the say VAB to the launch pad, or revert to a previous quicksave on the launch pad from flight, it will cause the memory to steadily jump a certain amount of RAM till the point that the game hits 3.6GB of RAM and crashes. i'm even running in OpenGL mode to reduce ram usage. now; i don;t know if OpenGL is supported or not. now i do have mods, alot of them. but i have tried this in vanilla KSP and the same happens. i have used the texture compressor mod to hopefully stop overloading on RAM usage. but still happens.

History

#1 - 05/26/2015 01:11 PM - wcoenen

Eddie, I subscribe to the RSS feed of this bug tracker and you seem to have posted more than your fair share of non-constructive comments lately. It's getting a bit spammy. Please stick to constructive comments such as additional information about work-arounds or how to reproduce the issue.

#2 - 06/03/2015 11:05 AM - Geschosskopf

- Status changed from New to Confirmed

- % Done changed from 0 to 10

I believe Squad is already aware of the memory leaks and that fixing them is top priority for 1.0.3

#3 - 06/25/2015 05:41 PM - Ted

I've removed non-constructive comments from this issue. Please let me know of any others via ted (at) squad.com.mx.

Additionally, memory leaks stemming from UI will be addressed in the next update which will be using Unity 5, instead of 4.x as previous updates have. Other memory leaks will be solved as we come across them during this upgrade process.

#4 - 07/27/2015 05:58 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

#5 - 11/17/2015 01:37 PM - sal_vager

- Category changed from Gameplay to 36

- Severity changed from Critical to Normal

Hi, please be mindful of the bug reporting guidelines and priority table when reporting issues, thank you.

<http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>

#6 - 12/24/2015 07:03 PM - AdmiralTigerclaw

A little information on this issue from my own observations: (This information is based on observations in 1.0.4.861)

The memory leak seems to be tied to any scene change or camera switching event. Using a memory tracker, a consistent amount of ram is eaten and not freed up after any of the following:

- Scene Changes:

-- Spaceport to VAB

-- VAB to Spaceport

-- Spaceport to SPH

- SPH to Spaceport
- Spaceport, VAB or SPH to Flight Scene
- Flight Scene to VAB, SPH, or Spaceport
- Flight to Inflight-Map
- Inflight-Map to Flight
- Tracking Station to Flight
- Flight to Tracking Station

Additionally, in the VAB or SPH, ram may also be lost either from loading part menus, or creating and removing parts.

Overall, the amount of RAM consumed by any major camera swap or scene change activity seems to depend on the complexity of the scene in terms of graphics and texture. Swapping out between flight and VAB for early rockets, as an example, generally consumes less ram and allows for a great many more swaps than later, larger vessels. Likewise, any mods that increase scene graphics and textures, such as planet and cloud texture mods, cause greater ram consumption between changes of relevant scenes.

Obviously, heavily-modded installs will suffer more if they are part or graphics heavy. Not only because they increase the base amount of ram being used to begin with, but because graphical instances like the parts menus in the VAB/SPH are more densely populated with a wide variety of graphical components. In observation, a higher part count in a modded install leads to a ram creep that renders the game borderline overloaded after about 20 to 40 minutes in construction going through menus. In scene changes, the memory creep seems to cycle to the tune of about 50-100 mb between major scenes like Spaceport to Flight with smaller leaks from flight to inflight-map and back.

Of additional note: The memory leak did NOT occur for any in-flight traversal of terrain no matter how much distance was covered (This includes an overnight real-time flight of a duplicated global hawk on autopilot: Mod heavy). It also did NOT occur for any in-flight progression of time (time warp or real) spent in a static location, and does not occur in any other scenes in which the game is left idle or otherwise player activity is null.

#7 - 07/17/2016 09:40 AM - TriggerAu

- *Status changed from Confirmed to Needs Clarification*
- *% Done changed from 10 to 0*

#8 - 08/10/2016 08:08 AM - TriggerAu

- *Status changed from Needs Clarification to Closed*
- *% Done changed from 0 to 100*

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention