

## Kerbal Space Program - Bug #5201

### Each flight spawns new thread at 100% CPU

07/02/2015 05:08 PM - soreven

<b>Status:</b>	Moot	<b>Start date:</b>	07/02/2015
<b>Severity:</b>	High	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Physics		
<b>Target version:</b>			
<b>Version:</b>	1.0.4	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Every time I start a new flight, or revert an in-progress flight (either to launchpad or VAB), a new process thread is spawned which maxes out one CPU core in perpetuity. The threads remain running at max until the main application quits; leaving to the main menu does not halt them. Occasionally, and not readily reproducible, the threads will continue to run even after the main application quits. These stray processes can only be ended by issuing a kill command.

To reproduce:

1. Start htop to monitor CPU usage, and set it to sort by CPU%. Filter on "KSP" if necessary.
2. Start KSP.
3. Note a single CPU thread that is pegged at 100% - 105%.
4. Load a game (or start a new one) and start a new flight on the launchpad. You don't actually have to go anywhere, or do anything with the ship.
5. Note a second CPU thread has been spawned, and it is pegged at 100%.
6. Press Escape, and revert to Launchpad.
7. Note another CPU thread has been spawned, and it is pegged at 100%. All previous threads remain pegged at 100%.
8. Repeat last two steps ad nauseum until your CPU has suffered enough.
9. Quit to main menu. Note that CPU threads remain active.
10. Exit application. Note that the CPU threads (most of them, anyways) finally stop.

#### History

##### #1 - 07/02/2015 05:12 PM - soreven

I first noticed this problem in 1.0.3, but it persists in 1.0.4. I am using the x64 binary on Linux Mint 17.

##### #2 - 07/02/2015 06:04 PM - Squelch

Please can you confirm this is an unmodded install?

It would also be appreciated if you could provide some other supporting evidence such as logs. We are unable to confirm the cpu saturation, nor the zombie threads.

For guidance, see the Bug [Reporting Guide](#).

[Edit] A strace of one of the threads would also be useful.

##### #3 - 07/02/2015 06:05 PM - Squelch

- Status changed from New to Need More Info

##### #4 - 07/05/2015 08:39 PM - Mesons

I can't reproduce this on an unmodded install on Ubuntu 14.04. I see a lot of mods installed in your attached images; the issue probably lies with one of them. Try to remove the mods one by one until the problem goes away, and you'll know which mod is at fault.

##### #5 - 07/06/2015 03:57 PM - soreven

Squelch wrote:

Please can you confirm this is an unmodded install?

It would also be appreciated if you could provide some other supporting evidence such as logs. We are unable to confirm the cpu saturation, nor the zombie threads.

For guidance, see the Bug [Reporting Guide](#).

[Edit] A strace of one of the threads would also be useful.

I apologize, I hadn't seen the Bug Reporting guide. I was able to isolate this issue to a specific mod (KSP Trajectory Optimization Tool). This bug can be closed out.

**#6 - 07/07/2015 09:02 AM - Squelch**

- *Status changed from Need More Info to Moot*

- *% Done changed from 0 to 100*

soreven wrote:

I apologize, I hadn't seen the Bug Reporting guide. I was able to isolate this issue to a specific mod (KSP Trajectory Optimization Tool). This bug can be closed out.

Thanks for reporting back, and I'm glad you have identified the problem.

**Files**

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Flight 1.png	1.12 MB	07/02/2015	soreven
Flight 2.png	1.14 MB	07/02/2015	soreven
Flight 3.png	1.15 MB	07/02/2015	soreven
Flight 4.png	1.18 MB	07/02/2015	soreven
Flight 8.png	1.22 MB	07/02/2015	soreven
Flight 13.png	1.2 MB	07/02/2015	soreven