

Kerbal Space Program - Bug #5962

255 poly or more hull models lag out game with error logging

11/17/2015 04:51 AM - YANFRET

Status:	Needs Clarification	Start date:	11/17/2015
Severity:	Low	% Done:	0%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.0.5	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

From 0.24 thru 1.0.4 I've never had a problem with models over 255 polys on the hull but now in 1.0.5 I get a lot of lag when handling such models in VAB and at the pad load

<http://imageshack.com/a/img911/9928/U6g6W7.jpg>

<http://imageshack.com/a/img908/2694/AIOGOB.jpg>

Sure, the models could be remade in some cases, and we get it, they maybe shouldn't have so many polys, but why does it have to lag out with error logging because of it as of 1.0.5?

History

#1 - 11/17/2015 01:17 PM - sal_vager

- Status changed from New to Unity Bug

- Severity changed from High to Low

Sorry Yanfret, this is a Unity bug.

<http://forum.unity3d.com/threads/the-hull-has-more-than-255-polygons.212318/>

You might try un-convexing and re-convexing any affected colliders - It has been found that Unity sometimes doesn't correctly rebuild convex colliders when source data changes.

Also, please observe the bug reporting guide and priority table.

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

#2 - 07/17/2016 09:41 AM - TriggerAu

- Status changed from Unity Bug to Needs Clarification