

Kerbal Space Program - Bug #9578

Horrible FPS performance in editor; Maxes out CPU performance in Windows Task Manager

04/29/2016 02:00 AM - Spastic_Mouse

Status:	Closed	Start date:	04/29/2016
Severity:	Low	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:	1.2.0		
Version:	1.1.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

This was actually a problem for me in 1.1.0 as well, but it seems to not have been fixed, so I thought I'd bring up the issue.

Ever since the 1.1.0 update, the VAB/SPH editors have been really laggy, and seemed to max out my CPU performance (making it run very hot; around 60°C). As well as using 2gb ram, which I've never seen it go that high.

By laggy, I mean that every second, the game freezes for about a quarter of a second. Almost like it's jumping between 60fps and 10fps.

My computer has never had an issue running KSP, and it's still very capable.

SPECS:

i5 4570 @3.2ghz

16gb ram 1333mhz

R9 270x (GPU 1.04ghz/VRAM 1.4ghz)

I ran a FRAPS Benchmark while in the VAB with a ship made of 40 parts, and ran the camera around for 30 seconds. Here's the results.

Frames, Time (ms), Min, Max, Avg

2254, 30000, 48, 101, 75.133

Now, obviously I'm getting well over what I said it felt like I was getting, so I'm thinking it has something to do with it using ALL of my CPU usage, and making it physically lag, rather than performance lag.

History

#1 - 04/29/2016 02:09 AM - Spastic_Mouse

UPDATE:

Just launched the ship out of the editor, I get a stable 80fps, and the CPU Usage is down to 60%-70%. Definitely the editor.

#2 - 04/29/2016 02:30 AM - smjjames

- Status changed from New to Need More Info

Could please you upload every file requested in the wiki, along with the craft file?

#3 - 04/29/2016 09:58 AM - sal_vager

- Severity changed from Critical to Low

Issues that effect individual or small numbers of players are usually caused by hardware or software local to that player, in this case I would check to see if KSP is using a built-in Intel graphics card instead of the discreet card.

Performance will be poor when not using a dedicated graphics card.

#4 - 05/03/2016 02:57 AM - Spastic_Mouse

smjjames wrote:

Could please you upload every file requested in the wiki, along with the craft file?

There's really nothing I can send. It's not a specific craft file, or what ever. The editor is just, really laggy for some reason. :(

#5 - 05/03/2016 03:42 AM - smjjames

Spastic_Mouse wrote:

smjjames wrote:

Could please you upload every file requested in the wiki, along with the craft file?

There's really nothing I can send. It's not a specific craft file, or what ever. The editor is just, really laggy for some reason. :(

You could send the output log, KSP log, and DXdiag file, for one....

#7 - 07/10/2016 09:48 AM - TriggerAu

This code had lots of improvements in 1.1.3. let us know if its still as bad

#8 - 07/11/2016 09:11 AM - rudi1291

- *File DxDiag.txt added*

Its not as bad as in 1.1, but its still unusual high. CPU load in editor scenes is 2 to 4 times higher than in other scenes. CPU load increases with part count.

My system: i7 4790k
8GB RAM
nVidia GTX 760

#9 - 07/17/2016 09:58 AM - TriggerAu

- *Status changed from Need More Info to Needs Clarification*

#10 - 10/13/2016 02:24 PM - Squelch

- *Status changed from Needs Clarification to Ready to Test*

- *Target version set to 1.2.0*

- *% Done changed from 0 to 80*

A great deal of optimisations have been made for KSP 1.2. Overall performance should have been increased. However, this is machine and vessel part count dependant.

Performance impact needs to be re-appraised in KSP 1.2, so please retest to identify those areas that show the largest impact. Full machine specifications together with test vessels are required to identify potential weaknesses.

#11 - 12/02/2016 08:30 AM - JPLRepo

- *Status changed from Ready to Test to Closed*

- *% Done changed from 80 to 100*

Files

DxDiag.txt	84.1 KB	07/11/2016	rudi1291
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