

Problem Statement

Rimworld's native Linux port has an issue with the object info panel causing lag when panning the camera. This is likely caused by improper or otherwise inefficient translation of render calls into Vulkan. This results in “over-render” or re-rendering the same image significantly more times than necessary. This kind of problem is common with Unity engine games on Linux, but usually easily, or at least clearly, fixable once the specific cause is identified.

Why does this matter?

It is completely unreasonable to have to memorize (or remember where to find) a certain set of launch options and configuration settings to make the default runtime option of a piece of software a usable smooth experience.