helaeon Posted September 7, 2014 I was having some serious performance issues with this. In flight, launch, or space EVA, it's fine no noticeable changes. But was doing an EVA on Ike and it was so slow that I could barely control the Kerbal. Once I removed this mod things were back to normal. KSP 32 bit, fairly modded, Win 8.1 x64, 16 gb ram, nvidia GTX 560Ti, i7 3770 if that all helps any. Members **161 558 About me:** Warp Drive Quote Engineer

• Anyone happy to share a save/logs so I can be in the same situation - less mods is better in this scenario I guess

Unfortunately, i experienced the same performance drop, though not that bad, sometimes fps dived to 15~. Awesome job btw, UI feels

crispy and looks gorgious! One thing that i didn't like (or find) is ballistic/mid course drop menu, and precise delta v readings like

•••

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Quote

Posted September 7, 2014

Thanks for the feedback peoples.

Now some specific responses

normal/radial/prograde etc.

mouzfun said:

phidauex said:

I've tested it and it's pretty neat.

Thats a cool idea, let me see what I can do with that

My Projects - Source Code now moved to <u>GitHub</u>

**Transfer Window Planner** (Mmmmm Porkchops)

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In thread is quite old. Please consider starting a new thread rather than reviving this one.

Kerbal Alarm Clock (Stop missing those important events)

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For the performance issue if I can get some more details that would be ace:

• Does it happen whether or not the window is open?

The mid course correction requires more maths that might be over my head - am planning to look in some spare time. The precise DV Readings I have to shamefully admit I forgot to write em to the screen, but did collect em. Will be an easy fix, but next version sorry. micha said: I also have to report this; absolutely atrocious performance with this installed 🧟 KSP x64, Debian Jessie [Edit] The only thing I can think of offhand after having a look at the code for 5 seconds is that you perform several InputLockManager.GetControlLock() calls every frame whether or not any windows are open. I don't know if they are expensive (on

certain hardware/drivers) but if they are it might be worth setting/clearing flags to keep track of the locks instead.

Nice spot, I'll rework that code some so the setting is checked before any lock checks as well as maybe using a variable

Great mod, thanks! Used it this morning for the first Duna transfer in my new career save, and it worked perfectly. I like it more than

some of the other transfer calculators, because I don't always want the most "optimal" - sometimes I'm willing to give up dV for a better

I do eagerly request that you implement the "no insertion burn" feature and the ability to pick a different transfer type (e.g. ballistic, mid-

date, or a shorter travel time, and having the full surface plot really makes that easy. No noticed performance issues on 32bit KSP, Win 8.1. My install is heavily modded (right up to the limits of 32bit). If I were to make a small suggestion, it would be to include more info in the "copy transfer properties" button, such as the dV needed, or to have it call Kerbal Alarm Clock to set an alarm 1d before the selected transfer window. More details should go in there shortly 🚳 parameciumkid said:

course plane change) available in the online version. Those annoying red strips in the middle of the transfer windows made it harder to plot nice trajectories. I will be adding that insertion burn option checkbox, but you can do it by setting a destination of 0km in the meantime (it might say this in the frencrs said:

Awesome mod, very sleek. My only idea would be the ability to plot transfers to Asteroids orbiting the Sun as well as Planets.

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<u>Understanding Science Points</u> (How the heck do they calculate that)

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