

Welcome to the Bad Slow Mods list!

ATTENTION: Dubwise didn't create, nor is he curating this list. This list is created and maintained by fans of analyzer.

Please take a moment to read the following to understand how the list works and how to get the most out of it.

To get to the list click the "Slow Mods" tab at the bottom of your screen.

My game runs badly, what can I do?

There are multiple steps and options you can take:

1. Check what mods you are running from this list as well as their grade:

Grade 0: Very likely to lower TPS

Grade 1: Likely to lower TPS

Grade 2: Possible TPS impact, but manageable

Grade 3: Either conditional or barely noticeable

2. Use Dub's Performance Analyzer to find sources of slowdown

You can look for the Categories on the list to get a clue where to investigate

When should you be worried about your performance?

While it depends on your preference and computer, a good rule of thumb is the following:

At standard play with a medium sized colony (28 colonies/colony animals)

you should see stable 60 TPS at 5s and 100 TPS at 2s.

To see your TPS do not use TickPerSecond, it itself can affect your TPS.

Use the Performance Analyzer's integrated TPS counter.

Keep in mind that if you don't even see Vanilla at full speed, then the list likely continue with mods as well.

[Stream Workshop: Dub's Performance Analyzer](#)

Only refer to this list if you are having actual performance problems (big mod lists, slow PCs and otherwise low fps). Do note that on small modlist even slow mods can be perfectly playable.

Do NOT harass mod authors over being on this list. Be polite and respectful under all circumstances.

Modders and Users alike are welcomed to discuss results and practices on Discord:

[Get invited to our discord server here](#)

For feedback and input in regards to the list please turn to Discord

This is facilitated by contributions of modders and users alike

For any specifics turn to Madman404
#6661, Neuro#8074 and Exposed#1660

Categories
Unassigned
Alerts
ColonistBarOnGUI
CustomTick
CustomUpdate
DoTabs
DrawDynamicThings
DrawInspectGizmoGrid
Frametimes
HarmonyPatches
HarmonyTranspilers
JobGiver_Work
JobGiver_Work(Detoured)
MapComponentTick
MapComponentUpdate
NeedsTracker
PathFinder
PawnRenderer
PawnTick
ResourceReadoutOnGUI
Room
Selection
SingleTick
Stats
ThinkNodes
TickDef
TickThing
UIRootOnGUI
WindowStackOnGUI
WorldTick