	Welcome to the	Bad Slow Mods list!
		this list. This list is created and maintained by fans of analyzer.
	Please take a moment to read the following to unc	erstand how this list works and how to get the most out of it.
		w Mods" tab at the bottom of your screen
	My game runs bedly, what can I do?	When should you be worried about your performance?
	There are multiple steps and options you can take:	While it depends on your preference and computer, a good rule of thumb is the following:
_	Check what mods you are running from this list as well as their grade:	At standard play with a medium sized colony (20 colonisticolony animals) you should run stable 60 TPS at 1x, and 180 TPS at 2x
	Grade 3: Very likely to lower TPS Grade 2: Likely to lower TPS Grade 1: Possible TPS impact, but reasonable Grade 0: Either conditional or barely noticable	To see your TPS do not use TicksPerSecond, it itself can affect your TPS. Use the Performance Analyzer's integrated TPS counter.
	Use Deb's Performance Analyzer to find sources of slowdown  You can look for the Categories on the list to get a clue where to investigate	Keep in mind that if you don't even run Vanilla at full speed, then this will likely continue with mods as well.
1	Steam Workshop	Dub's Performance Analyzer
Ī		PCs and otherwise low fps). Do note that on small modified even slow mods can be perfectly playable.
		is list. Be polite and respectful under all circumstances.
		ed to discuss results and practices on Discord:
	For Further Dis	tussion: Discord Invite Link
_		
-	For feedback and input in a This is list is driven by co	sgards to the list please turn to Discord tributions of modders and users alike
	For any spa #8663, Netro	cifics turn to Madman666 #8074 and Exspes#1680

Added 14.05.2020	Dast check 09.23.2024	Med A RimWorld of Magic	Grade 3	Reason  Couple slow patiches such as CompAbilityUsefilight going to 0.6 ms average and spiking to 7 ms constantly. As well as whole pile of smaller patiches, stacking really high, elhout even any content on the	Prooflink Screen	Notes Improvments are patched in by koltan periodically but as it still requires jectools its still going to be fairly slow	Alternativo
25.01.2021	11.06.2023	Avoid Friendly Fire	3	Goes absolutely ruts in combat. With 20 pasens against a 15-20 pasen raid I got spikes up to 600 ms xD.  Performance heavy, constantly running harmony partners that take 2-2 ms constantly. Can break on weefwast residence.	Screen	a no management of the service states	
12.01.2021 27.04.2020		Caronal Oni of the Rim	2	Much of this mode impact at this point is likely mostly hars innate impact will need a complete retest	Screen		
19.04.2020	Outdated	Open Doors Con't Block Light		Causes a spike by regenerating lighting grid every time a coloniat opens up a door letting light through. Spikes up to 5-9 ms for each opened door, the more pawns, the more doors, the faster the game speed - the worse.	Screens	Mod not updated since last test, old version still works on 1.3.	
12.01.2021	30.09.2024	Bim War Bim Threaded	3	Chiliserates (ps on default settings. On a fully covered planet with several added factions WorldChjectal/bilder method eventually climbs up to 15 ms (from 4ms without the mod) Not even updated to 1.5 at this point just dont even try	Screen	Holf has been incredibly inactive since sometime in 1.3 so the mod has just broken down with time	
19.04.2020	12.06.2023		- 1	Houl Urgently copies vanilla hauting job, disable it in options. Drafted hurt has high overhead scaling with amount of payers set to hunt about 0.3 to 0.5 ms per payer, use in moderation on speed 1. Otherwise	Screen	mod has just broken down with time  Remove or disable Haul+ and Drafted Hunt tools.	
11.04.2020	12.06.2023	Androids for RW 1.4	2	Culte costly (fleathTracker and InteractionsTracker) even without any androids on the map, scales with amount of pawns.  Every time a light turns on or off, the game socious whole GlosGrid, costains askes from 6 to 51 mm. The most	Screen		
18.06.2020		Butte Litter Switch Call of Cithalha - Cults	3	Oiler only (Freight Teacher and Interactions Tracker) even without any ancholds on the may, scales with consort of present.  Day these a light texts on or off, the game sectics which (Costofic creating spikes from it is 15 ms. The not consent is review controlled freight policy play not not off which leaves in execution proposals with men place.  After tasks of practices that downs or 2 ms without even a single entity from the most on the maps. Economists for advantage of the practices of the controlled proposals with one place.	Screen		
14.05.2020	12.06.2023	Colonial Bar KF (Continued)	- 1	Gud god, just keep the fuck away. For your own good. And no, its not Mile's fault in any way. 45 ms	Screen		
19.04.2020		ED Shields Jaca Tools	1 2	inversign. Fight control.  The fight control for the property of the property	Screen Screen	No changes has been made to jectools or its dependant mods so expect this pack to still be fairly slow. Unofficial	
19.04.2020	Mod is not updated	Linksble Doors	2	Multible doors lick several times heavier than regular doors. So is the patch that draws them. Scales with amount of doors. Impressive damage potential.  Landing pad binking lights cause whole gama's ClouGrid to recalculate on each blake. There is no fine an extensive than the control of t	Screen	Otsable dynamic blinking lights on a landing pad via an option.	
05.11.2020 16.02.2021		Mining & Co. Spageship Mac. Robots	1 2	Landing pat onking lights cause whole genera Geochie to a calculate of each tents. I make on to the speed, depending on your left amount. Disable that optice, as its enabled by default. Make vanilla jobs worse.	Screen	Disable dynamic blinking lights on a landing pad via an option.	Project Rimfactory - Drones
14.08.2020	29.2.2024	PaunMorsher	2	After optimizations about 2 ms of overhead after adding it and Humanoid Allen Races into ongoing save.	Screen	Zers on dubs discord has added a multitude of optimizations to the core of the mod so it is getting better	
04.05.2020 24.04.2020	11.05.2023 Outdated	Decole Can Change Baidens Never Die	2	Incredibly slow MapComp, scales with people on the map, active constantly, 25 pawns on the map create frequent apikes of 23-28 ms. CheckForStateChange patch runs on every downed pawn, lagging the crap out of big battless. Spikes 36-	Screen		Use vanilla custom storyteller option
25.08.2020	12.06.2023	BriCities	1	heapart speak of \$2.9 in a Charles' distillation payable have on every devened pawn, legging the cap out of high lattice. Spikes 35- 100 ins.  The Charles' distillation payable have one every devened pawn, legging the cap out of high lattice. Spikes 35- 100 ins.  The Charles' distillation payable have been as the charles' distillation of a stiff restriction or could raise. Over all parts with full conveyable and in off the close state of \$2.0 in an activated high lattice of the charles' distillation of	Screen	Depends heavily on amount of settlements on your planet. The more of them - the worse, 100% coverage with max	
19.04.2020	12.05.2023 Outdated	RimHud TD Enhancement Pack	1 2	yours a plant selected overlages to use mit constant with proper settings, in my opinion as using as worth the altasticnal hit. Ambient load with all the options on -over 1.5-2 ms. Enabling almost any overlay obliterates the utterly and commission, units 100 ms. sinch Sones!	Screen	Set reheath timeout in mod settings to maximum (2000 ms). That if drop the overhead. Still don't keep a paven's info Disable the overlays in mod settings, the rest is fine.	
26.09.2020 12.01.2021		Turnet Hand Where is my weapon	2	the shazinate Mot. Archited task with all the options on - over 1.5.2 ms. Enabling almost any overlay obliterales the utlen's and completely up to 200 ms. Right Scorel 1.00 ms. Completely up to 200 ms. Right Scorel 1.00 ms. Completely up to 200 ms. Right Scorel 1.00 ms. Completely under the utlent tools in on eate about 2.5-11 ms constant, tooking up for staff to about occasions the most turnets are set to hurd.	Screen		
12.01.2021 26.02.2021		Work Teg	1	Constant harmony patch with occasional spikes; scales with amount of pawns (-1 ms for 6 pawns; 2ms for 16).  Ambient impact is negligible about 0.1 ms. Horsflying lag when UI is open (use only when paused), scales with the amount of job mods you have. Slows down a bit more when subjects are changed within same work type.	Screen		Theres plenty of work tab replacements. personal work categories, complex jobs,
19.04.2020	Outdated	Adeptus Mechaninus Armany R1.1 UPTI Sun & Sorbali	2	Administrating data the consideration space, based on a consideration is greater. In an administration and the consideration of the consideration and the	Screen	Chembel on a campfire is a bad idea anyway	and comment work tab.
19.04.2020		Any mod with a LOT of animals (or several mod modules!)	1	Vanilla Assue(s) related to adding more defs - Any mod which adds modded animals or foods will have	207807	Chemfuel on a campfire is a bad idea anyway  Can be somewhat avoided by using the Meat Optimization mod (removes most meat types) and Rocketman mod	
19.04.2020	Outdated	Cleaning Area	1.0	Causes welld conflicts, can have mild performance impact when area selected for cleaning is unreachable by pawns.	Screen		
19.04.2020	11.05.2023 Outdated	Colony Manager  Combat Extended	1	triged dispends on her complice a bill you set up. Capable of absolutely hand spikes even on default may been and just play propriet. Sheep storing control than worth by video of the amount of does, however public numbers do not visioned the fact in dening replaces within introduct, but praise however, and controlled pure spain - increased weepon ranges negatively affect performance when scanning for hostilies.	Screen	Don't use Al Manager  Can be removed but may cause one time errors.	
19.04.2020		Elefy Breakdown			Screen	Removal may cause issues due to new job. Either Performance Optimizer or Performance Fish significantly	
03.03.2021	Outdated	List eventhing	1	Auful custom allerts, don't use. When UI is opened creates hornfying lag, when closed doesn't do anything. Highly recommended to use only while paused.	Screen		
19.04.2020	11.05.2023 Outdated	Locks Psychology		impact scales sharply with amount of doors with different access settings, average map with a lot of doors easily adds up to 0.5-0.6 ms, bigger colonies will suffer more.  Really laggy aliens and mental breaks, Individually thoughts option adds strable impact. Aside from that	Screen	Disable all the alerts using Performance Analyzer	
05.11.2020	11.06.2023	Soom Food	2	Really laggy alerts and mental breaks, individually thoughts option adds sizable impact. Aside from that option and anxiety event mode impact is negligible about 0.1 to 0.2 ms. CPGCROMFOOD path plans up to 100 Tim every irms a pann acideds to sall and seeks out a drining norm Scales with parn amount and map size. Researchity rare but epikes are very high.	Screen		
19.04.2020	Outdated 29.2.2024	Save Our Ship 2	- 1	Very expensive slerts (Spikes to 11-17 ms), can be negated using Rocketman	Screen	Disable slerts using performance analyzer	
09.07.2022	11.06.2023	(NINN) Real Foo of War	3	Note seen a multitude of fixes that at a base glance vasily improve the performance but a fixe and proper least will wait \$1 stable release. Culcid test of just constant overhead, no ship built, no space, no nothing. Map Comp but east TPS. Looks haveness in Harmony Patches, but Map Comp Tick will reveal it's something along the file of 1-5 films when peaks are moving.	Screen	Has seen a fair number of performance fixes and looks sigilincar	Sy better but a full test will wait till stable re
07.08.2022 17.08.2022	Outdated	Yano's Nature	3	A slew of bugs, massive performance issues with WildPtenteSpawner patch.  Slightly heavy spiles, constant, unsure how it scales, screen taken with 66 pawns.	Screen		
17.08.2022	Outdated	Outlited Show Draffees Wespon	2		Screen		
17.08.2022	Outdated	<u>Castorom</u>	۰	Control region, access teather some, treatment control control region and the source of the control region and the	Screen		
17.08.2022	30.9.2024 Outdated	Coord Expended	2	Scales with numbers of doors, lest done with 6 doors enclosing a medium stand oron. Constant overhead cost as well are place. Uses the new 15 doors to his a metal bit before the still have a number of functions unique to its oil. Seat and water and the still one of the still have a metal to be still have a number of functions unique to its oil. Seat one and the still have been still before the still have a metal to be still have a number of functions unique to the still have a number of the still ha	Screen	Use (LTS) Furnishing instead, it has multitle doors, but does not impact performance nearly as much.	
17.08.2022		Bende Tech Monty	3	well as spikes. Uses the new 1-5 doors so ha a small bit better but still has a number of functions unjoys to be of histories and and an advantage of the state	Screen		
17.08.2022		Speak Lip	1	Constant performance impact of around 0.3 to 0.5 based on pawn amount (interactions Tracker) with occasional tare apikes.	Screen	Out forked and optimized some of it and sent a pull request to the main mod but until thats been accepted the fork is been.	
17.08.2022		What is my purpose? Guards for me	2	Very slow gizmo, active when a pawn is selected, about 1.5 ms average impact.  Mild constant impact (up to 0.2 ms average), but upon selecting a pawn (or several) produces massive lag of about 50-52 ms average. Makes commanding pawns during a fight horid.	Screen Screen		
27.08.2022		Pooket Sand	2	Nortific impact GetGizmo patch when multiple pawns are selected, due to mod trying to show and let you manage ALL the weapons and sidearms on every pawn at once. Unfortunately has no option to disable that.	Screen	Performance Optimizer acrosswhat helps with that.  Out has begun to remake this mod so when thats done it will have a flox to use	
27.08.2022 27.08.2022		Cust Wints Stockalls Ranking	2	Slow patches GetStancesCffHand and StanceTracker, going all time high, scaling with pawns on screen.  Slow transpilers LielseFlaufables:Check and LielseFlaufables AllowedToAccept, slow custom RankComp, heavy spikes scales with wealthstockgile amounts? Stay away.	Screen	have a fork to use	
27.08.2022		Smart Medicine	2	Priority care comp costs about 0.2 to 0.3 ms ambiently, flares up to 2-3 ms whenever you have several pawns that require medical attention.	Screen		
27.08.2022 16.05.2023	Outdated 16.05.2023	Prison Labor Bunk Seds	0	Combined impact of over 1 ms constant (6 prisoners), potentially can stack higher.  More testing needed. May 22nd update seems to have fixed things.	Screen		
20.05.2023	20.05.2023	Celsius 2.0		Very high Map Comp Tick that's constant.	Score		
11.06.2023	11.05.2023	Kanban Stockpile Eventody onto one	2	Constant examing when any limits are set. Removal of limits removes the patch in question.  Scales with the amount of pawns and also the amount of maintenance bills counting coloniats.	Scoren		
24.11.2023	24.11.2023	Estation Overhead	а	First ever winner for a position of severity 3 on slow mode list flar a purely self model A truly grand active-weet. Made possible by noble ethnique at making all the trees use distillation-lang come, turning every map with disner loss also a sillationary impact variety and amount of trees on the map, thus by the borner and map size. As if made for sole purpose of disproving the theory of xml mode being harmless. No gentlemen, they re not.	Screen		
				tor son purpose of diagnoving the theory of xml mods being harmises. No gerdensen, they re not.			

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Date Med Reason  10.14 2022 Labels on Flagor  Labels fixed, 0.0xms average, almost nothing.  Labels fixed, 0.0xms average, almost nothing.  20.04 2022 Mare Planning  Vol. Path Avoid  Nonotals  Institution training supply fixed Freedow this AUT of plans displayed, Completely goes away with nitrodes.  Nonotals  Institution training supply fixed Freedow this AUT of plans displayed, Completely goes away with nitrodes.  Nonotals  Institution training supply fixed Freedow this AUT of plans displayed, Completely goes away with nitrodes.  Note that training supply fixed Freedow this AUT of plans displayed, Completely goes away with nitrodes.  Note that training supply fixed Freedow this AUT of plans displayed, Completely goes away with nitrodes.  Note that training supply fixed Freedow this AUT of plans displayed, Completely goes away with nitrodes.  Note that the supply fixed Freedow this AUT of plans displayed, Completely goes away with nitrodes.  Note that the supply fixed Freedow this AUT of plans displayed, Completely goes away with nitrodes.  Note that the supply fixed Freedow this AUT of plans displayed, Completely goes away with nitrodes.  Note that the supply fixed Freedow this AUT of plans displayed, Completely goes away with nitrodes.  Note that the supply fixed Freedow this AUT of plans displayed, Completely goes away with nitrodes.  Note that the supply fixed Freedow this AUT of plans displayed, Completely goes away with nitrodes.  Note that the supply fixed Freedow this AUT of plans displayed, Completely goes away with nitrodes.  Note that the supply fixed Freedow this AUT of plans displayed, Completely goes away with the fixed plans displayed.  Note that the supply fixed Freedow the AUT of plans displayed, Completely goes away with the fixed plans displayed.  Note that the supply fixed Freedow the AUT of plans displayed, Completely goes away with the fixed plans displayed.  Note that the supply fixed Freedow the AUT of plans displayed fixed plans displayed fixed plans displayed fixed plans displayed fixe
Labels on Floor   Labels on Floor   Labels fixed, 0.0xms average, almost nothing.
0.05 to 0.1 ms impact with a LOT of plans displayed. Completely goes away when hidden.  28.05.2022 [KVI Path Avoid Fixed and takes about 0.13 ms average with a lot of pawns. Mostly harmless.  19.07.2022 [Immortals Initial testing says fixed. Tested with a LOT of pawns.  4.08.2022 Rimcuisine 2 Switched outdated Fermenter code to SYR Processor Framework, which is speedy  14.08.2022 Preemptive Strike (Fork) Looks like fork had all the laggy jobs fixed. Didn't check all the incompatibilities and bugs though.  4.08.2022 Android Tiers Got fixed to a point where androids are comparable performance wise to regular human pawn.  7.08.09.2022 Yayo's Combat 3 (Continued) Tests show little to no impact even with 200 pawns in combat, animations disabled. Specifically tested just Yayo's Combat 3. Screen A good bit of run time in my modilist (Odd) without seeing anything of note
when hidden.    IKVI Path Avoid   Fixed and takes about 0.13 ms average with a lot of pawns. Mostly harmless.
28.05.2022 [KV] Path Avoid Fixed and takes about 0.13 ms average with a lot of pawns. Mostly harmless.  99.07.2022 Immortals Initial testing says fixed. Tested with a LOT of pawns.  14.08.2022 Rimcuisine 2 Switched outdated Fermenter code to SYR Processor Framework, which is speedy  14.08.2022 Preemptive Strike (Fork) Looks like fork had all the laggy jobs fixed. Didn't check all the incompatibilities and bugs though.  14.08.2022 Android Tiers Got fixed to a point where androids are comparable performance wise to regular human pawn.  15.08.09.2022 Yayo's Combat 3 (Continued) Tests show little to no impact even with 200 pawns in combat, animations disabled. Specifically tested just Yayo's Combat 3. Screen  16.08.09.2022 Tabula Reco.
Switched outdated Fermenter code to SYR Processor Framework, which is speedy  14.08.2022 Preemptive Strike (Fork) Looks like fork had all the laggy jobs fixed. Didn't check all the incompatibilities and bugs though.  14.08.2022 Android Tiers Got fixed to a point where androids are comparable performance wise to regular human pawn.  15.08.09.2022 Yayo's Combat 3 (Continued) Tests show little to no impact even with 200 pawns in combat, animations disabled. Specifically tested just Yayo's Combat 3. Screen  A good bit of run time in my modlist (Odd) without seeing anything of note
Speedy
14.08.2022 Preemptive Strike (Fork)  Looks like fork had all the laggy jobs fixed. Didn't check all the incompatibilities and bugs though.  14.08.2022 Android Tiers  Got fixed to a point where androids are comparable performance wise to regular human pawn.  18.09.2022 Yayo's Combat 3 (Continued)  Tests show little to no impact even with 200 pawns in combat, animations disabled. Specifically tested just Yayo's Combat 3. Screen  A good bit of run time in my modifist (Odd) without seeing anything of note
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regular human pawn.  18.09.2022 Yayo's Combat 3 (Continued) rests show little to no impact even with 200 pawns in combat, animations disabled. Specifically tested just Yayo's Combat 3. Screen  A good bit of run time in my modilist (Odd) without seeing anything of note
08.09.2022 Yayo's Combat 3 (Continued)  Tests show little to no impact even with 200 pawns in combat, animations disabled. Specifically tested just Yayo's Combat 3. Screen  A good bit of run time in my modlist (Odd) without seeing anything of note
disabled. Specifically tested just Yayo's Combat 3. <u>Screen</u> A good bit of run time in my modlist (Odd) without seeing anything of note
A good bit of run time in my modilist (Odd) without seeing anything of note
whatsoever. Do keep in mind that this can change.

Date	Mod	Reason		

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Mods	Status	Reason	Any relevant information																		
Stockpile Limit forked for 1.4	To be checked	Because I want to Odd																			
Aerocraft Framework	To be checked	By request	Alu: Mad tested it a bit and largely seemed to be decent enough for most of its crafts. 1 of them has a Glower attached and this was raised to ache as an issue so will see if this gets handled.																		
			so will see if this gats handled.																		
	To be checked																				
FrameRateControl	To be checked	This was called slow a long time ago and should be looked at to be sure																			
Replace Stuff	To be checked	Long been meant to be added but forgotten so many times it may as well be rechecked	Als: Replace stuff has semi-recently seem a rather large update to its performance and needs a full recheck to see what its current state is. Jose and I have been using it largely without any notable issues																		
			have been using it largely without any notable issues												-+				-	-	
		Was slow long ago needs rechecked for simplicity of needing checked																			
Quastionable Ethics Enhanced	To be checked	Confirming an issue for Mile as they requested to get details on if it still existed	Odd: When vat bills are had while Hospitality is used the thingfilter used to alspecket and cause significant lag																		
Android Tiers Reforged	To be checked	By request	Odd: Has seen several rewrite of core features and recently even has been split into pieces to be more modular																		
			and process to the more modern																		
	To be checked																				
Medieval Overhaul	To be checked	Well known for a plethora of performance hazardous methods and also stability/compatibility issues.																			
	To be checked		Odd: Sindre has heavily optimized noted complaints and requested any notable impacts to be taken to them directly																		
Heated Floors	To be checked																				
RH29 Faction: V.O.I.D	To be checked	Very popular mod (people love pain), needs fasting.																			
CAI 5000 - Advanced AI + Fog of War	To be checked	Untested and by request.	Has impact but need to judge how bad it is and if its actually more than it needs to be																		
Music Expanded Core	To be checked	Processed .																			
Music Expanded Framework	To be checked	By request.																			
Combat Psycasts	To be checked																				
My Room - I want that (Continued)	To be checked	By request.								$\vdash$											
	To be checked		Odd: Tested. Seems to hover around 0.08-0.1 - not seeing any scaling or issues. Should be fine.																		
Resurrect Enemy Mechanoids	To be checked	Supposedly adds massive spikes to DoBitMechGestator workgiver when any resurrection bills are present.								1	]	Ţ	I	1	Ţ		1	T	1	T	
	To be checked		Need to test all of Roo's xenotypes.							$\Box$	$\vdash$										
			and the second processing the second process		-	-		-		$\vdash$	$\vdash$									-	
Gene Tools	To be checked	By request.								$\sqcup$											
Dragona Descent	To be checked	By request.										T									
Bill Doorn' MedEvac	To be checked	By request.										1									
						-	-		-	$\vdash$	$\vdash$				-				-	$\vdash$	
Bill Doces' Framework	To be checked	By request.								Ш											
Drakken Laser Drill	To be checked	Reported to have high overhead, scaling with each extra drill added.																			
PLA Steel Torrent	To be checked	Reported to be around 0.5 ms heavy even without any content on the map																			
RimThemes		Odd: I'm curious about the numbers.	Odd: It's a known bad one, i'm just curious.																		
Sandatorma	On Hold	Seems to run its SteadyEnvironmentEffects patch at all times.	Odd: Delay looking into this for a bit? It's undergoing changes quite rapidly and the author is working on tackling the performance issue on a daily basis.																		
Way Better Romance	On Hold	By request.	Odd: Keeps enoring on social interactions in my list, not sure how or why. Can't lest at the moment.																		
	Fine																				
Biomes! Core	Fine	Used to contain very slow aquatic pathing code.	Odd: Joseasoler has taken steps to move the aquatic pathfinding to Biomes! lalands, a precursory test will be done, but expect very little performance impact. Odd: Testing done. About .061ms impact from job driver in my testing. Nothing																		
Research Reinvented	Fine		Odd: Testing done. About .061ms impact from job driver in my testing. Nothing really present anywhere else, frame times were compared as well because I wanted to be thorough; nothing there either. Anyone feel free to ping me if you get different results.																		
Argonic Core	Fine	By request.	Odd: Framework itself seems to do no ham.																		
			Odd: Preliminary teating shows almost no overhead. Sometimes spits out a thinknode NoCuty error. Seems fine to me.												-				-		
Life Lessorra	Fine														-						
Show Me Your Hands	Fine	Mile's worked on optimizations	Odd: Been present in my list for a good few hours of play, not seeing anything of note. Will keep in list and keep eye on.																		
Slave Rebellions Improved	Fine	By request.	Madmar: Used throughout 1.3, took a look in 1.4 - nothing seems to have changed, should be fine. As always keep me posted, if you ever see it in analyzer.																		
Househalle	Fine	Been a staple for years, let's have a close look.	Madman: Had a check with about 10 guests wandering, recreating and eating in a colory of 20, nothing seemed out of the ordinary. I still recommend to keep it down to maximum 6-10 guests in settings, otherwise seems fine.																		
			down to maximum 6-10 guests in settings, otherwise seems fine.  Madmen: had it running with about 6 quests, didn't see anything worth																		
Hospitality: Casino	Fine	Untested and fairly new.	Madmarc had it running with about 6 guests, didn't see anything worth mentioning. Compared to homors of Gastronomy, this one seems fine. Let me know if you see it analyzer.																		
WVC - Work Morkin	Fine	By request.	Odd: Used for a long time, nothing's shown up, have had a large amount of mechs. Maybe specific work types can affect things? Ping me if you find somethins.																		
Better Gene Prerequisites	Fine	By request.	Odd: Fine from my testing, legacy renderer is bad and should be avoided. Use HAR. This applies to all of Big and Small.																		
Big and Small Genes (Core)	Fine	By request.	Odd: Fine from my testing, legacy renderer is bad and should be avoided. Use HAR. This applies to all of Big and Small.																		
Big and Small Races	Fine	By request.	Odd: Fine from my testing, legacy renderer is bad and should be avoided. Use HAR. This applies to all of Big and Small.																		
This is Mine (Continued)	Fine	By request.	Odd: The occasional spike. Nothing serious or really worth listing. Will keep an																		
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Vanilla Achievementa Expanded		Long time coming.	Madman: Certain achievements have quite a bit of overhead. Most of it comes from the 99% Immunity one. Impact goes away as soon as achievement is unlocked and tracking removed. Not bad enough.							$\square$										$\sqcup$	
Tabula Rasa	Fine	At a first glance the framework looks much improved but will need more looking	Odd: Eve had it running alongside Outland mods. Not seeing anything. Still plan to keep an eye on it however.																		
VPE Skipdoor Pathing	To be checked	By request (jose).																			
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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