

Kerbal Space Program - Feedback #13997

Timewarp over gilly takes way too long

03/02/2017 10:27 PM - robert_schuh

Status:	New		
Severity:	Low		
Assignee:			
Category:	Map and Planetarium		
Target version:			
Version:	1.2.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Due to gillys low gravity, even a very low orbit can have orbital periods of multiple hours. Because the maximum timewarp goes down with the altitude, even on highest possible timewarp reaching a landing spot takes really long. Please increase the maximum timewarp at low altitudes over gilly so that landing a gilly lander doesn't take 15 minutes real time just from deorbit burn to actual landing.

History

#1 - 03/06/2017 08:09 PM - AlffromKerbal

Well, i have this impatience in other places aswell, so i suggest a global solution for such instances.

In trackingstation, there could be included something like "Timewarp xy minutes/hours/days" so all timerelated impatience can be adressed at maximum timewarp.