

## Kerbal Space Program - Bug #2027

### Unable to set some specific values on thrust limiter option

01/09/2014 10:16 PM - Dinokin

|                        |                 |                     |              |
|------------------------|-----------------|---------------------|--------------|
| <b>Status:</b>         | Closed          | <b>Start date:</b>  | 01/09/2014   |
| <b>Severity:</b>       | Very Low        | <b>% Done:</b>      | 100%         |
| <b>Assignee:</b>       |                 |                     |              |
| <b>Category:</b>       | Controls and UI |                     |              |
| <b>Target version:</b> |                 |                     |              |
| <b>Version:</b>        | 0.23            | <b>Language:</b>    | English (US) |
| <b>Platform:</b>       | Win32           | <b>Mod Related:</b> | No           |
| <b>Expansion:</b>      |                 |                     |              |

#### Description

for some reason, no matter how much i try i can't set some values on thrust limiter option.

the values are: 25%, 50% and 75%

however i can set 25,5% , 50,5% and 75,5%.

#### History

##### #1 - 01/10/2014 01:03 AM - TruePikachu

I have a feeling that a slider or something might be just *slightly* too small, I run into that problem sometimes (not in KSP yet, though). Don't mess with a lot of the advanced paramters yet, though.

I'm assuming it is to a .5% resolution? So it goes from e.g. 24.5% to 25.5%?

Might mess around with it and a memory viewer/scanner to see what the effective interval is.

##### #2 - 01/10/2014 04:22 AM - Dinokin

yes, this is exactly what i do.

i don't have any problem with the way it is now, but my brain can't handle commas/dots and numbers together without some sparks. :D :D :D :D

##### #3 - 01/12/2014 02:02 AM - TruePikachu

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Too lazy right now to calculate interval, but confirmed.

##### #4 - 07/27/2015 05:55 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

##### #5 - 07/17/2016 09:30 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

##### #6 - 08/08/2016 12:53 PM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention