

Kerbal Space Program - Bug #2067

Science transmission is not affected by time warping

02/16/2014 03:33 AM - Ippo

Status:	Closed	Start date:	02/16/2014
Severity:	Low	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.23	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

When transmitting science using some antenna, the transmission rate is not affected by the time warp.

So if the transmission takes for example 10 seconds, and I use a 10x time warp, the transmission should take 1 second while instead it still takes 10 seconds.

This opens an easy exploit that allows to transmit massive sets of data even when a ship doesn't actually have enough power generators to sustain it, since power generators (like solar panels) are affected by the time warp.

To reproduce / test this, just build a new probe with no batteries, a seismic sensor (or a gravioli sensor), one small solar panel and a DTS1 antenna. In real time, the solar panel doesn't produce enough power to transmit the data; but if you start the transmission and then timewarp to 50x or 100x, you are now able to complete the transmission.

On a side note: I would actually like to see this exploit transformed into a feature, as in having a way to manually cap the transmission rate of an antenna so that it doesn't dry off all my batteries.

History

#1 - 02/16/2014 11:57 AM - TruePikachu

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#3 - 07/17/2016 09:25 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

#4 - 07/17/2016 04:37 PM - Ippo

- Status changed from Needs Clarification to Resolved

- % Done changed from 0 to 100

Could not reproduce in KSP 1.1.2

#5 - 07/18/2016 03:42 AM - TriggerAu

- Status changed from Resolved to Closed

Thanks Ippo. appreciate the retest