

Kerbal Space Program - Bug #257

Attempting to switch between 5x or 10x on-rails warp and physical warp produces incorrect error message

02/16/2013 10:11 PM - umbralraptor

Status:	Closed	Start date:	02/16/2013
Severity:	Unworthy	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	0.18.4	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

If you put a vehicle into on-rails timewarp, and then attempt to use the physical warp keys (alt+, and alt+.), the message "Cannot switch time rate modes while above 10x Warp." appears. This is true, even at 5x and 10x warp, where the message is partially inaccurate.

History

#1 - 02/16/2013 10:19 PM - Ted

- Target version deleted (0.18.4)

Please do not set the Target Version.

#2 - 05/24/2013 02:37 PM - umbralraptor

- File TW 0170.png added

- File TW 0182.png added

- File TW 0183.png added

- File TW 0200.png added

After further checking, I believe that this is related to the font used. In 0.17 through 0.18.2, it clearly states "1.0x Warp" while it appears to say "10x Warp" in 0.18.3 through 0.20. I'm guessing it's more of a change in the default font or rendering becoming harder to read with post-0.18.3/0.18.4 changes?

#3 - 10/25/2013 05:12 PM - sr

- Status changed from New to Confirmed

- Severity changed from Petty to Unworthy

- % Done changed from 0 to 10

- Version set to 0.18.4

- Platform Windows added

Confirmed with 0.22. It looks like the dot-matrix effect of the font causes the serifs of the 1 to visually meld with the decimal point.

Since KSP doesn't have non-integer warp factors, a viable quickfix could be to print the speed factors as integers instead of floats.

#4 - 10/09/2014 08:26 PM - Squelch

- Status changed from Confirmed to Resolved

- % Done changed from 10 to 100

It would appear that this issue has been resolved by the addition of a dialogue box and the removal of the original text in the screenshots.

Marking as resolved for feedback before closing.

#5 - 07/27/2015 05:55 PM - Squelch

- Platform Win32 added
- Platform deleted (Windows)

#6 - 07/17/2016 09:17 AM - TriggerAu

- Status changed from Resolved to Closed

Files

TW_error1.png	338 KB	02/16/2013	umbralraptor
TW 0170.png	370 KB	05/24/2013	umbralraptor
TW 0182.png	371 KB	05/24/2013	umbralraptor
TW 0183.png	344 KB	05/24/2013	umbralraptor
TW 0200.png	321 KB	05/24/2013	umbralraptor