

Kerbal Space Program - Bug #516

Entering Time Warp automatically stops all rotation

04/01/2013 09:16 PM - Fel

Status:	Not a Bug	Start date:	04/01/2013
Severity:	Petty	% Done:	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	0.19.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Removed all .dll files from plugins directory and subdirectory and used base parts (so not a 'clean' install... but...)
Appears to only occur on x5 or greater warp (due to orbital physics or atmospheric physics is untested.)
Ship is bare bones 1 stage (Engine + Fuel Tanks), no SAS, no RCS.

Neither SAS nor RCS is turned on despite not being included.

I checked for this but... perhaps wording isn't the same.
Unless it is only me and I broke something somehow...

History

#1 - 04/01/2013 11:17 PM - hermes47

This isn't really a bug, more a fact of life of how time warp works. When entering time warp, the craft is put on rails. As a consequence, no physics calculations take place.

#2 - 04/04/2013 07:37 PM - Fel

hermes47 wrote:

This isn't really a bug, more a fact of life of how time warp works. When entering time warp, the craft is put on rails. As a consequence, no physics calculations take place.

Consider that SAS is suppose to do the same thing except for real-time flights. If a flight is completely out of control, toggling timewarp will (as you indicated) remove all physical impulses thus restoring control in a manner that certainly seems contradictory to what should happen.

#3 - 04/05/2013 05:22 AM - Ted

- Status changed from New to Not a Bug

- % Done changed from 0 to 100

This is intended gameplay behaviour, the game does not save rotational torque etc when entering into non-physical timewarp. Thus, it is more of a feature request. If you wish to create a Feature Request for it, you are free to do so. Thanks.