

Kerbal Space Program - Bug #9422

"Warp to here" in orbiting tutorial doesn't trigger slowdown at T-1min before periapsis

04/22/2016 10:14 PM - awang

Status:	Closed	Start date:	04/22/2016
Severity:	Very Low	% Done:	100%
Assignee:	NathanKell		
Category:	Gameplay		
Target version:			
Version:	1.1.0	Language:	English (US)
Platform:	OSX	Mod Related:	No
Expansion:			

Description

When first introducing time warp Gene tells the player to time warp, and he'll return the game to normal speed around a minute before periapsis. If the player clicks the periapsis and tells the game to "warp to here", Gene does not slow the game down automatically.

While this doesn't really matter for the tutorial, it could be surprising to first-time players.

History

#1 - 04/22/2016 10:21 PM - awang

This also applies later in the tutorial when warping from periapsis to apoapsis

#2 - 04/22/2016 11:37 PM - NathanKell

- Status changed from New to Being Worked On
- Assignee set to NathanKell
- % Done changed from 0 to 30

#4 - 07/10/2016 09:51 AM - TriggerAu

- Status changed from Being Worked On to Closed
- % Done changed from 30 to 100

Resolved in 1.1.3