

Kerbal Space Program - Bug #15583

Sun jerks around when time warping in orbit above it

07/01/2017 05:36 AM - RYUAZUKU99

Status:	Closed	Start date:	07/01/2017
Severity:	Low	% Done:	100%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.3.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Pretty much what the title says. The sun moves in a jerking motion whenever I timewarp above it. I also tried to land on minmus and when I timewarped while falling to the surface I jerked around the planet while also moving down.

History

#1 - 07/01/2017 05:37 AM - RYUAZUKU99

~~Orbits also jerk around when you are attempting to land! Do not forget about that~~

I was not able to recreate this when I booted up the game the next day.

#2 - 07/01/2017 05:52 AM - RYUAZUKU99

This was on a clean install with no mods at all. I verified the integrity of the files many times with steam finding no issues at all.

#3 - 07/01/2017 06:01 AM - RYUAZUKU99

When on the ksc screen(to select a building) the sun jerks around instead of smoothly transitioning around like it usually does.

#4 - 07/01/2017 06:09 AM - RYUAZUKU99

Here is a video of what I mean <https://www.youtube.com/watch?v=icTd8nG9cpM&feature=youtu.be>

and from orbit around the sun itself <https://youtu.be/f3keimKkGv0>

#5 - 07/01/2017 08:17 PM - RYUAZUKU99

I was also playing the 64 bit version of ksp since I usually am running it with mods.

#6 - 07/10/2017 09:47 PM - pydude

I can confirm this. Also on windows.

#7 - 07/17/2017 08:51 PM - jonny

<http://forum.kerbalspaceprogram.com/index.php?/developerarticles.html/enter-the-shadows-r205/>

"The downside of reducing the precision is that the rotation of the sun is less smooth, so we end up with a sun that tends to move in small steps rather than one fluid motion across the sky.

But the plus side is we reduce the difference between clock ticks and we don't get light shadows flickering all over the place."

some weeks ago Squad told us in a "KSP Weekly" that they solved the problem for the upcoming 1.3.1 release

#8 - 01/16/2018 02:18 PM - Ruedii

- Severity changed from Critical to Low

This is because in time-warp update rate is drastically reduced, often down to 1fps or 2fps.

It is a tradeoff.

Unless this is causing issues in gameplay I am reducing it to low because it is an aesthetic issue.

If you need smooth movement and time updates turn off timewarp.

#9 - 06/24/2019 11:11 AM - Robert.Keech

- *Status changed from New to Updated*

- *% Done changed from 0 to 10*

Issue no longer occurs

#10 - 06/24/2019 11:11 AM - Robert.Keech

- *Status changed from Updated to Resolved*

- *% Done changed from 10 to 100*

#11 - 06/24/2019 05:40 PM - chris.fulton

- *Status changed from Resolved to Closed*