

Kerbal Space Program - Bug #18733

Mission creator/builder does not pause on dialog when checked

04/30/2018 12:33 AM - jclovis3

Status:	Not a Bug	Start date:	04/30/2018
Severity:	Low	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.4.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Making History		
Description			
With a Dialog Message node, there is an option to pause time (and presumably physics) until the user clicks continue. That pause is not activated and time passes by. Though you can't see it in a still photo, I watched the clock continue to run while the dialog was open.			

History

#1 - 04/30/2018 08:25 AM - jclovis3

Further investigation reveals that this pause check box will suspend processing of nodes, but doesn't pause the game. I demo this with a quick mission to either plant a flag and launch (passes) or launch (fails). The message to tell you about forgetting the flag has the pause trigger set in the second run, but not in the first.

Watch: <https://youtu.be/o01qSW9hfTo>

If a player doesn't like the time restriction on completing an objective (assuming time since last node was used), they may choose not to close the message if it is supposed to pause the game. They can then spend more time getting prepared to complete the next objective and clear the message just before doing so.

#3 - 04/30/2018 08:28 AM - Squelch

- Status changed from New to Investigating
- % Done changed from 0 to 20

Thank you. Nice catch.

#4 - 04/30/2018 04:43 PM - Squelch

- Status changed from Investigating to Not a Bug
- % Done changed from 20 to 0

The pause checkbox is only intended for pausing mission progression, and is not intended for pausing the game.

Files

Pause was checked.png	234 KB	04/30/2018	jclovis3
Time is passing by.png	793 KB	04/30/2018	jclovis3