

Kerbal Space Program - Bug #18982

Physics warp increases gravitational pull on the ground

05/18/2018 12:58 AM - jclovis3

Status:	New	Start date:	05/18/2018
Severity:	Low	% Done:	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.4.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

I just noticed while building an artistic structure in the VAB (for a mission I'm creating) that when using physics warp, things tend to pull downward on parts that can bend. My understanding of the physics warp is that the animations get faster, the frequency of calculations on parts might not be as often for each game time period, but the mass of objects shouldn't change so neither should their gravitational pull. I built this craft just to test and demonstrate for you. To reproduce, just load the craft on the launch pad, then watch as you increase up to x4 warp.

Files

Test gravity changes.craft	16.1 KB	05/18/2018	jclovis3
No warp.png	1010 KB	05/18/2018	jclovis3
x4 warp.png	1020 KB	05/18/2018	jclovis3