

Kerbal Space Program - Bug #23201

Kerbals walk slower in physical time warp

07/17/2019 06:28 PM - Leibniz

Status:	Confirmed	Start date:	07/17/2019
Severity:	Low	% Done:	10%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.7.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

Kerbals walk slower in physical time warp, and the speed varies randomly while walking.

Running on flat ground near KSC: x1 2.2 m/s, x2 2.1 m/s, x3 2.0-2.1 m/s, x4 1.2 m/s

Walking on flat ground near KSC: x1 0.8 m/s, x2 0.7-0.8 m/s, x3 0.4-0.8 m/s, x4 0.4-0.5 m/s

Walking on Mun: x1 1.2-1.3 m/s, x2 0.7-1.3 m/s, x3 0.5-1.3 m/s, x4 0.9 m/s

History

#1 - 07/21/2019 09:27 PM - diomedea

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Nice catch.

I'm expecting this to be an interesting bug for developers (when considered enough of a priority to fix).