

Kerbal Space Program - Bug #23848

KAL-1000 playback speed doesn't automate properly

10/09/2019 03:36 AM - davidson341

Status:	Confirmed	Start date:	10/09/2019
Severity:	Low	% Done:	10%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.7.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground		

Description

I am trying to automate the playback speed of one KAL-1000 with another, and in the track editor the play speed parameter only goes from 0-1, but the actual parameter goes from 0-100. See attached picture.

History

#1 - 10/17/2019 04:44 PM - victorr

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Present in 1.8.0. A KAL-1000 controlling the play speed of another KAL-100 can only control it from 0 to 1, but the actual speed is from 0 to 100, so you never get the speed to perform at over 1% of what it could be. This can be tricked if you make the action curve go beyond the top bound, and this can make the other KAL-1000 play speed exceed 100.

Files

KSP Kal bug.png

1 MB

10/09/2019

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