

Kerbal Space Program - Bug #25639

Displayed time issues

06/27/2020 12:12 AM - dudhhr

Status:	New	Start date:	06/27/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	UI		
Target version:			
Version:	1.9.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

One day on Kerbin is 6 hours. However, when those 6 hours pass, the day count does not increment and the hours and minutes do not reset, instead happening every 24 hours, akin to reality, but not KSP. This bug is minor and not game-breaking by any means.

History

#1 - 06/28/2020 12:45 AM - dudhhr

- Expansion deleted (*Breaking Ground, Making History*)

One day on Kerbin is 6 hours. However, when those 6 hours pass, the day count does not increment and the hours and minutes do not reset, instead happening every 24 hours, akin to reality, but not KSP. This bug is minor and not game-breaking by any means. The year count is also incremented every 365 (real) days, as opposed to the intended number. This was the case in the older alpha versions of KSP, but should not be the case in 1.9.1.

Edit: I have tried uninstalling and reinstalling the game, and it did not help. Neither did removing my visual mods.

#2 - 06/29/2020 10:10 PM - Dunbaratu

dudhhr wrote:

One day on Kerbin is 6 hours. However, when those 6 hours pass, the day count does not increment and the hours and minutes do not reset, instead happening every 24 hours, akin to reality, but not KSP. This bug is minor and not game-breaking by any means.

There is a setting on the main game settings screen:

"Gameplay" -> "Display Kerbin Time".

That toggle is **meant** to change whether the game clock displays 6-hour or 24-hour days. Does changing it have any effect?