

Kerbal Space Program - Bug #26716

In orbit "Warp Here" followed by immediate keyboard warp produces maximum time warp without stopping

11/27/2020 08:00 AM - Krazy1

Status:	Confirmed	Start date:	11/27/2020
Severity:	Low	% Done:	10%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.10.1	Language:	English (US)
Platform:	OSX, Windows	Mod Related:	No
Expansion:	Core Game		

Description

With a ship in low Kerbin orbit in map view, setting "warp here" on orbit just behind the present position will smoothly increase warp to 50x and decrease to 1x when the desired point is reached. If "." is pressed after 50x warp is achieved, warp increases to 100x and stops at the "warp here" point as expected. However, if the "." is pressed immediately after "warp here" is activated, warp instantly jumps to maximum: 8 green triangles 10000x without stopping.

History

#1 - 11/28/2020 07:41 PM - 18Watt

- Status changed from New to Confirmed
- % Done changed from 0 to 10
- Platform OSX added

Confirmed on OSX, 1.10.1.2939. My game is completely Mod-free, although I do have Making History and Breaking Ground.

The easy fix is: Don't hit '.' right after clicking Warp to Here.