

## Kerbal Space Program - Bug #28068

### Intercepts are glitching out when TimeWarp is engaged

06/26/2021 11:59 AM - Anth12

<b>Status:</b>	New	<b>Start date:</b>	06/26/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Map and Planetarium		
<b>Target version:</b>			
<b>Version:</b>	1.12.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

KSP 1.12.0 + BG + MH

When Time Warp is engaged the intercept graphically changes when it shouldn't.

Screenshots for evidence

TimeWarp Intercept Bug.sfs for testing.

#### History

##### #1 - 06/26/2021 12:10 PM - goufalite

Saw this is 1.11.2 too, even without timewarping they were glitching..

##### #2 - 06/26/2021 01:50 PM - Anth12

- File 1\_11\_2 Intercept QS Version.sfs added

KSP 1.11.2 + BG + MH

KSP 1.12.0 + BG + MH

Not the same glitch goufalite.

Added 1.11.2 QuickSave for comparison

Doesn't happen at all in 1.11.2 but does in 1.12.0

##### #3 - 06/27/2021 01:59 AM - jclovis3

This has kind of been the case for a long time. I've always blamed it on rounding errors that develop during the warp much like how the physics gets changed and things like fuel harvesting and power consumption don't match up with how they would at real time speed. It seems like they have to convert to smaller bit-sized numbers for faster visual calculations during a warp but it usually goes back after you drop out. I often jump up to just one warp arrow (5x) manually before using the warp to maneuver as an example. This helps me to see if something is going to jump way out of place first before I make the problem worse as some of these do result in permanent changes (also a bug). I'm really hoping KSP2 does a better job with all of this.

##### #4 - 09/01/2021 07:37 AM - Anth12

Doesnt happen in 1.11

##### #5 - 01/06/2022 05:52 PM - niftyfingers

Happens in 1.12.3.3173 too, I found this bug to be repeatable. <https://i.imgur.com/xA40wCp.png>

As someone else said, the intersect markers glitch even when you aren't timewarping. I was trying to rendezvous with a ship, and even though my predicted trajectory from a maneuver node clearly brought my ship close to another ship (which I could tell because the intersects kind of worked), when I modified the maneuver node to bring the intersect closer to the target ship, the intersect node started glitching out and showing a different intersect other than the obvious closest (closest in time and distance) intersect. I think this is a pretty severe issue and it's still present.

##### #6 - 01/06/2022 10:42 PM - Anth12

Intercepts/encounters decreased in accuracy in 1.8 for some reason.

Possibly someone who didn't understand how the code worked and replaced it with something inferior or more simple. Not sure why

## Files

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Not Time Warping.png	1.65 MB	06/26/2021	Anth12
Time Warping.png	1.65 MB	06/26/2021	Anth12
TimeWarp Intercept Bug.sfs	277 KB	06/26/2021	Anth12
1_11_2 Intercept QS Version.sfs	89.4 KB	06/26/2021	Anth12