

## Kerbal Space Program - Bug #28081

### Alarm causes manually requested time warp to skip

06/27/2021 02:59 PM - jackmcsly

<b>Status:</b>	New	<b>Start date:</b>	06/27/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	1.12.0	<b>Language:</b>	English (US), Português-Brazil (Portuguese-Brazil)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

This bug was present on Kerbal Alarm Clock and now this exact same bug is present in the core game's equivalent, the alarm can cause a time warp requested by choosing a point on the orbit to be skipped.

To replicate:

- Put a craft in an orbit high enough it takes several days to complete a full orbit;
- Create an alarm several days away;
- click at a point on the orbit where the craft should arrive a few hours before the alarm you setup earlier and warp there;

The alarm routine will interfere and the game will warp to the time you setup in the alarm, causing you to miss the time you wanted to warp to when clicking at the orbit.

#### History

#1 - 06/28/2021 01:57 AM - jclovis3

CONFIRMED.

Evidence: <https://youtu.be/AJ303BjCMWY>

Even on very short orbit, this is the case. I set a Pe alarm just after passing it with setting to stop ten seconds early. Then I warp to a point about a minute before Pe and the alarm preempts my stopping point and pushes me to the ten second mark.