

## Kerbal Space Program - Bug #28311

### Repeated use of timewarp is causing permanent twisting of crafts which have docking ports

07/18/2021 12:59 AM - Anth12

<b>Status:</b>	New	<b>Start date:</b>	07/18/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Docking		
<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 1.12.1 + BG + MH

Video Evidence: (Note I do it 10 times. Just play it at 2x or skip back and ahead to see the difference. Length 50s total)

<https://youtu.be/Ah0ZY6Xpux4>

I did do the test on Eve to make it happen faster.

The issue here is reusability. In previous versions the craft that is in the video would never twist permanently like this because timewarp would snap the parts back into their original positions.

Because the 'snapping' of the parts back to their original positions isn't happening, its just a matter of time before a craft is useless.

**TimeWarpDriftQS.sfs** Used in the video

**DriftTimeWarpBug.craft** craft file used in the video

#### History

##### #1 - 08/06/2021 08:20 AM - dok\_377

Well, this is REALLY bad. At least the robotic drift occurred when you changed scenes, just the timewarp didn't bend them immediately, they just snapped back. I wonder what EJ will have to say about this when he realizes.

##### #2 - 08/06/2021 02:12 PM - Rakete

Really really bad. Showstopper for any complex craft. It prohibits me to switch from 1.11.2 to 1.12.2, as all my station get really really ugly.

This needs a fix asap.

#### Files

TimeWarpDriftQS.sfs	687 KB	07/18/2021	Anth12
DriftTimeWarpBug.craft	487 KB	07/18/2021	Anth12