

Kerbal Space Program - Bug #9677

Time Warp Glitch

05/03/2016 08:45 PM - nickrulercreator

Status:	Updated	Start date:	05/03/2016
Severity:	Normal	% Done:	10%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.1.1	Language:	English (US)
Platform:	OSX	Mod Related:	No
Expansion:	Core Game		

Description

When time-warping above 70,000m (either to speed up long distance travel, or to stabilize my ship), I notice that sometimes my ships(s) move. If I am trying to dock and I speed up time while I'm close to my target ship, that target ship may jump a few meters away from me. Sometimes also, especially when trying to just stabilize my ship as it is tossing and turning, parts "separate." What I mean by this is if my ship is wobbling everywhere, and I press the period to increase warp, the parts will freeze, but a part may be half off the one under it.

I would love to know if this is a bug, and if it can be fixed. it is ruining my gameplay and is causing (sometimes, almost every time with scenario 2) catastrophic disasters.

History

#1 - 05/03/2016 10:58 PM - smjjames

- Status changed from New to Need More Info

Are you talking about physics warp or true timewarp here?

#2 - 05/03/2016 11:29 PM - nickrulercreator

I am talking about true timewarp, not physics warp.

#3 - 05/04/2016 10:04 AM - rudi1291

- File screenshot287.png added

- File screenshot288.png added

- File screenshot289.png added

- File screenshot290.png added

nickrulercreator wrote:

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I think i know what you mean by this. Posted some screenshots to show this, its kinda hard to see because the effect isn't that big. Happens during physwarp and normal timewarp. Bigger timewarp has a bigger effect. It has been around at least since 1.0, but i cant find it on the tracker.

#4 - 05/05/2016 01:59 AM - nickrulercreator

rudi1291 wrote:

nickrulercreator wrote:

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the tracker.

ah ok, cool. So is this a valid bug?

#5 - 07/17/2016 09:56 AM - TriggerAu

- Status changed from *Need More Info* to *Needs Clarification*

#6 - 05/07/2018 01:50 PM - jclovis3

- Status changed from *Needs Clarification* to *Updated*

- % Done changed from 0 to 10

- Expansion Core Game added

This warp problem is one where the trajectory or course a vessel is taking changes as soon as you warp. There is sometimes a change during the physics warp, but it can also happen with a regular warp or "warp to here" as seen in this video: <https://youtu.be/yl4vfMigD0o>

In this case, the path changed enough to fail entering Minmus SOI along the outer rim (about 2,100,000 meters) and I had to course correct to get there.

Not only can it change conic paths, but AP/PE markers and other ship icons orbiting a planet have been known to shift out of alignment and appear to orbit some cosmic dust and pass through the planet to do so. In most cases, dropping out of warp will allow the markers all to spring back, but if a rendezvous is lost this may not always be the case. Also, if you have SAS directed to follow a target and you physics warp, then the target moves, SAS believes it to have moved and course corrects, often messing you up when you drop out of warp. This seems to be more the case after you've been playing for a while or have a long persistent file going. Often tests in a new game or sand box with little to track come clean.

#7 - 05/08/2018 02:19 PM - jclovis3

Another capture: <https://youtu.be/HCqKi7rxgDA>

#8 - 05/12/2018 05:49 PM - jclovis3

This time, I caught a good view of a ship in orbit of Eve moving while trying to speed up changing ship orientation to point towards target. The target moved, and it affected the NavBall alignment as well.

<https://youtu.be/kil45H6KqPY>

Files

screenshot287.png	2.3 MB	05/04/2016	rudi1291
screenshot288.png	2.3 MB	05/04/2016	rudi1291
screenshot289.png	2.34 MB	05/04/2016	rudi1291
screenshot290.png	2.35 MB	05/04/2016	rudi1291