BETTERTIMEWARPCONTINUED
Improved time warping

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Information	Changelog	Stats

License: **GPLv3**	Author: **linuxgurugamer**
Game Version: **1.12.5**	Mod Website: **Forum Thread**
Source code: **linuxgurugamer/BetterTimeWarp**	Support this mod: **Donate**
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Features:

- Customizable physics and regular (On-Rails) warp
- Lower-than-1 physics warp can be used to help with laggy, high part ships. It is also pretty good for cinematics
- 0x time warp can be used to freeze time
- Great for ion engines! 1 hour burn completed in 3 minutes at 20x physical warp.
- Higher warp settings can be used in lower orbits
- Lossless Physics, meaning that you can keep accurate physics simulation even at high physical time warp
- Non-Intrusive UI, which can be disabled using F2
- Can be enabled/disabled in the settings file, without uninstalling or deleting
- Self regenerating settings file
- Persistent time warp selections
- Works in space center and tracking station
- All planets get the same altitude limits for time warp: 0m for 1-1000, 100,000m for 10,000x, and 2,000,000m for 100,000x