# BETTERTIMEWARP

BetterTimeWarp allows you to customize your time warp

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License: **GPLv3**

Author: **MrHappyFace**

Game Version: **1.0.5**

Mod Website: **Forum Thread**

Source code:
HappyFaceIndustries/BetterTi…

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Information    Changelog    Stats

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

### OUTDATED MOD

This mod is not known to work with the latest version of Kerbal Space Program. Proceed with caution.