

## Kerbal Space Program - Bug #10329

### Orbit changes without reason at Mun.

08/07/2016 09:28 PM - Crusoe

<b>Status:</b>	Duplicate	<b>Start date:</b>	08/07/2016
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Physics		
<b>Target version:</b>			
<b>Version:</b>	1.1.3	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Seconds after I circularize my orbit at Mun to 20km it starts changing itself without reason like there was windstorm randomly pushing my spacecraft around causing big changes in the orbit on the opposite side (in prograde and/or retrograde directions).

Operating system: Windows 10 pro, version 1511. Os built 10586.494  
Processor: Intel i5-4570 @3.2GHz  
System type 64bit  
Graphic card: NVIDIA GeForce GTX 650 Ti  
Motherboard Asus B85-Pro, Kingston 240GB SSD hard drive  
If you want more info on the hardware I can look after.

My game version 1.1.3.1289 (x64) (steam)

The game was just freshly installed.  
After installed the game I also installed the following mods:

betterburntime  
bettercrewassignment  
camera focus changer  
easy vessel switch  
indicatorlights  
Kerbal Attachment system  
Kerbal Engineer Redux  
Kerbal Inventory System  
Module Manager  
Precise manouver

Then when I noticed the bug at Mun, so I uninstalled all these mods. And built a new craft (except I left out that little "motherboard" that comes with the Kerbal Engineer Redux mod, and I had that on my old ship. I rebuilt the same ship with stock parts. I went to moon and this is what happened.

See here: [https://youtu.be/AsDVz\\_F6IMs](https://youtu.be/AsDVz_F6IMs) .

Also see my older report (when I used mods) [#10087](#).

If there is any other information I can give just ask.

#### History

##### #1 - 08/07/2016 09:50 PM - Crusoe

sorry I added this in wrong place.. this ment to be a duplicate/new for a different report.

#### Files

BUG - 070816.sfs	119 KB	08/07/2016	Crusoe
Mun Explorer.craft	71.6 KB	08/07/2016	Crusoe