

Kerbal Space Program - Bug #13089

Satellite Contract Fails to Recognize Positioning.

10/23/2016 02:51 AM - Trekkerjoe

Status: Not a Bug	Start date: 10/23/2016
Severity: Low	% Done: 0%
Assignee:	
Category:	
Target version:	
Version: 1.2.0	Language: English (US)
Platform: Windows	Mod Related: No
Expansion:	

Description

20161022213648_1.jpg?dl=0

The orbit it wants me go enter goes counterclockwise. The orbit I have entered is also counterclockwise. I have even reversed orbit to get a 180 inclination. No dice. I have the orbit within very small deviation, yet the system fails to recognize it. It may be important to note that I have kept this contract between a few sessions before completing it.

My specs, in case it may help:

i7 6700k

GTX 960

32GB RAM

The system uses both an SSD and a HDD for memory.

History

#1 - 10/24/2016 10:18 AM - sal_vager

- Status changed from New to Need More Info

Hi Trekkerjoe, please provide the affected save file, thank you.

#2 - 10/24/2016 04:45 PM - Trekkerjoe

- File *Trekker.sfs* added

Here is my main save. I had done a few similar missions, but they did not break as that one did.

#3 - 10/24/2016 04:46 PM - Trekkerjoe

- Status changed from Need More Info to Updated

- % Done changed from 0 to 10

#4 - 10/25/2016 09:19 AM - sal_vager

- File *screenshot15.png* added

- Status changed from Updated to Not a Bug

- % Done changed from 10 to 100

Sorry to tell you this Trekkerjoe but your orbit wasn't close enough, you need to lower your periapsis a few km to complete the contract.

These more prestigious contracts require more accuracy ;)

#5 - 10/25/2016 03:43 PM - Trekkerjoe

Haha. I'll remember to keep this in mind.

Files

Trekker.sfs	413 KB	10/24/2016	Trekkerjoe
screenshot15.png	390 KB	10/25/2016	sal_vager