

Kerbal Space Program - Bug #13200

Adjust orbit contract satisfied by old orbit

11/08/2016 01:14 AM - mdosogne

Status:	Confirmed	Start date:	11/08/2016
Severity:	Low	% Done:	10%
Assignee:			
Category:			
Target version:			
Version:	1.2.1	Language:	English (US)
Platform:	OSX	Mod Related:	No
Expansion:			

Description

I just accepted a "position craft X in an adjusted orbit" style contract. The requested orbit was so close to the original orbit that the contract was satisfied 10 seconds after switching to the craft - without ever changing orbits.

If the existing orbit falls within the margin of error for a contract's randomly generated new orbit parameters, please discard the contract or re-generate a new random orbit :)

History

#1 - 11/08/2016 01:43 AM - mdosogne

Note: 1 mod in use: KER

Vessel Name: Munar Recon Relay

Current Orbit (from KER readout)

Apoapsis: 265,072.5m

Periapsis: 246,336.0m

Inclination: 90.028

Longitude of Ascending Node: 233.17

Contract (two-star) orbit specifics:

Apoapsis: 259,903m

Periapsis: 246,336m

Inclination: 90 deg

Longitude of Ascending Node: 233.2 deg

#2 - 11/08/2016 01:45 AM - mdosogne

- File *persistent.sfs* added

Savefile Attached.

#3 - 11/27/2016 09:27 AM - AlfromKerbal

- Status changed from *New* to *Confirmed*

- % Done changed from *0* to *10*

Using Linux, i had this some time before.

Files

persistent.sfs	1.17 MB	11/08/2016	mdosogne
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