

Kerbal Space Program - Bug #13310

Asteroid encounter differs massively from maneuver node calculation

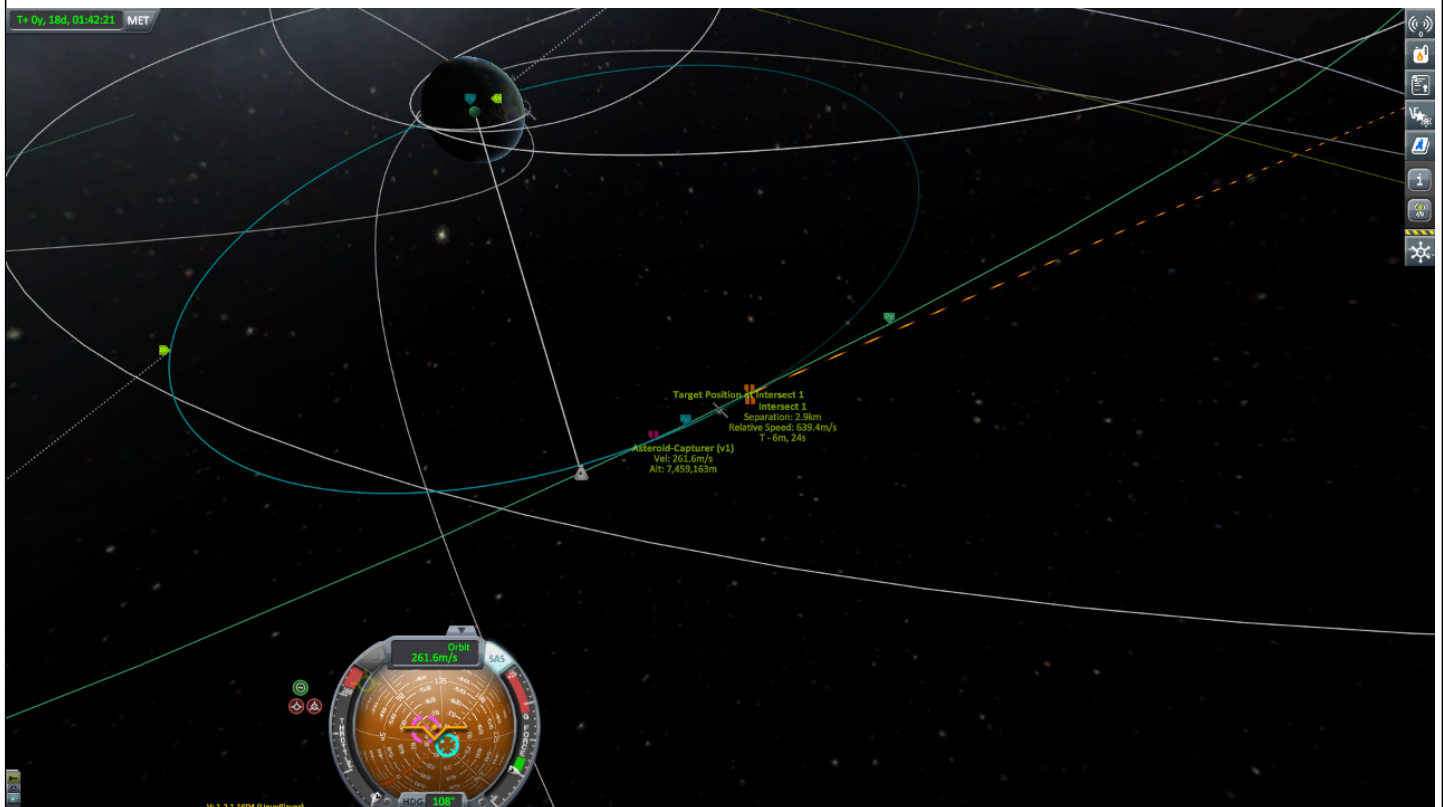
11/25/2016 09:50 PM - AlffromKerbal

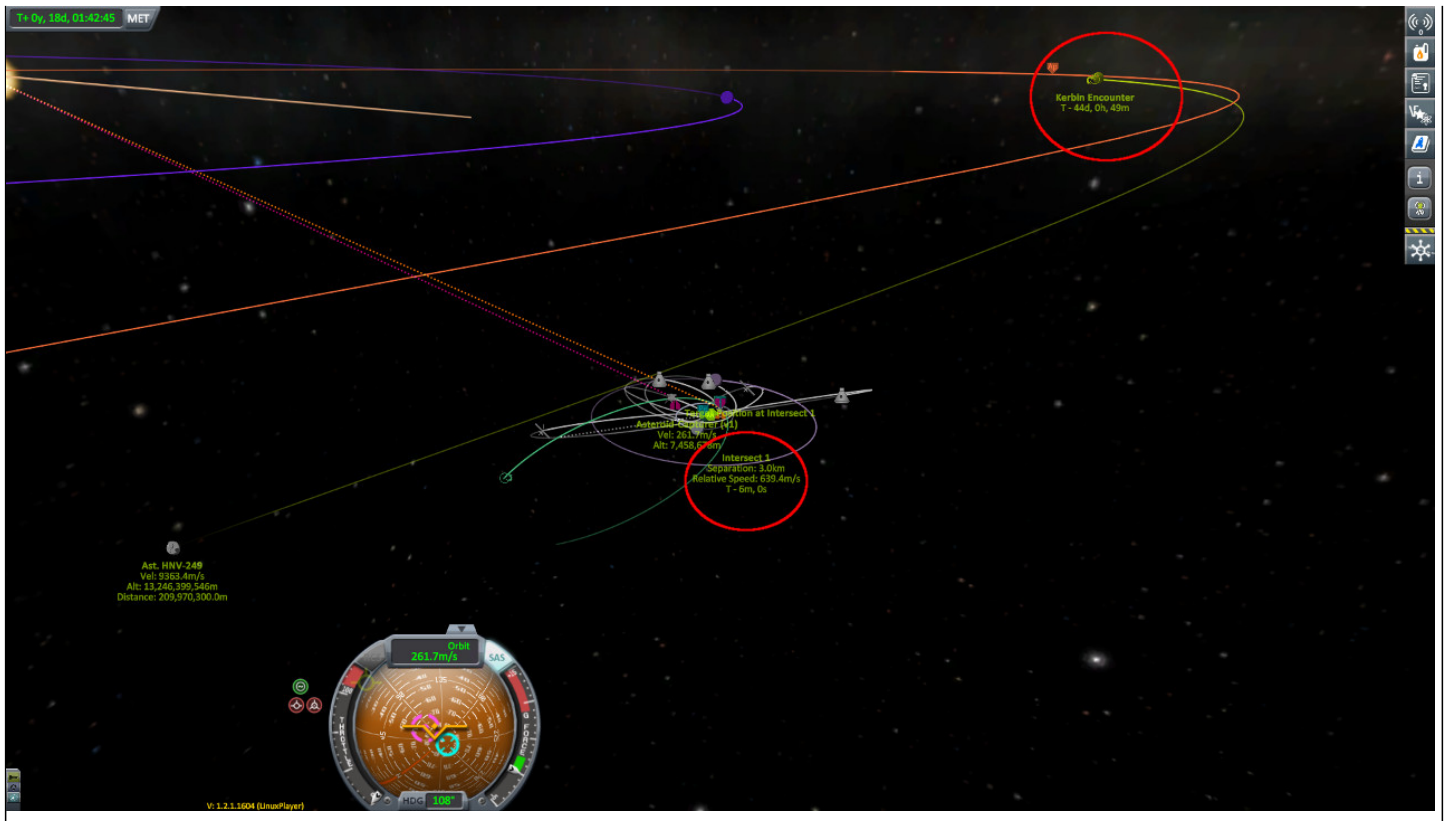
Status:	Closed	Start date:	11/25/2016
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Map and Planetarium		
Target version:			
Version:	1.2.1	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			

Description

I have a mission to grab an asteroid. I selected it as target and executed my maneuver node for encounter. Something seems to be bugged or i missed something, because asteroid stated days away from kerbin encounter, but intersect arrows are close together. After reaching that area, of course there wasn't an asteroid.

I never can arrange an encounter with asteroid this way.





History

#1 - 11/25/2016 10:15 PM - AlffromKerbal

Seems i were to early in posting. I initially used PreciseManeuver for help of detailed maneuvering and increasing orbiting count by xx. I uninstalled it and checked already set nodes which suggested that the node was ok. After deleting the node and redefine it without mod, it seems to have correct time values.

Maybe this issue may go as low feedback to vote for something like to have stock capabilities like PreciseManeuver mod panel is providing (at least some of it). Increasing count of orbitcirculating is some hard clickclick trying to advance 60 days.

Sorry for any inconvenience.

#2 - 12/03/2016 08:17 PM - JPLRepo

- Status changed from *New* to *Not a Bug*

- % Done changed from *0* to *100*

#3 - 12/03/2016 08:17 PM - JPLRepo

- Status changed from *Not a Bug* to *Closed*

Files

AsteroidEncounter1.jpg	130 KB	11/25/2016	AlffromKerbal
AsteroidEncounter2.jpg	131 KB	11/25/2016	AlffromKerbal