

Kerbal Space Program - Bug #13442

Closest approach being shown instead of encounter and SOI change

12/17/2016 05:37 PM - Hecicube

Status:	Need More Info	Start date:	12/17/2016
Severity:	Low	% Done:	0%
Assignee:			
Category:	Map and Planetarium		
Target version:			
Version:	1.2.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Before: <http://i.imgur.com/DfzZ315.png>

After: <http://i.imgur.com/9sxPW12.png>

I'm unable to modify my modded save to work on a vanilla installation, so instead here's the orbital parameters of that vessel:

```
[code]ORBIT {  
SMA = NaN  
ECC = 1  
INC = 0.49084796641164208  
LPE = 270  
LAN = 238.61210080744462  
MNA = 0  
EPH = 1834154.0805851377  
REF = 2  
}[/code]
```

Additionally, this orbit is for when overall game time is at Y1, D32, 2:53:34. Since the issue is patched conics, that should be all that is required to recreate the scenario.

The encounter is correctly detected as soon as the closest approach is passed.

History

#1 - 07/24/2019 08:38 PM - Robert.Keech

- Status changed from New to Need More Info