Kerbal Space Program - Bug #13505

Conic patches displayed incorrectly, intersect with SOI boundary not detected

01/01/2017 01:55 PM - Kasuha

Status:	New	**Start date:**	01/01/2017
Severity:	Normal	**% Done:**	0%
Assignee:			
Category:	Map and Planetarium		
Target version:			
Version:	1.3.1	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:			

Description

Attaching quicksave with the situation - the ship is on trajectory where conic patch displayed after exiting the Mun SOI doesn't detect exiting the Kerbin SOI and displays elliptic orbit with apoapsis way beyond Kerbin SOI limits instead.

This happens both in Tracking Station and in Map view.

Working hypothesis: the intersect with Mun SOI takes precedence over exiting Kerbin SOI although it happens later.

History

#1 - 12/09/2017 11:43 PM - Kasuha

- File wrong orbit display.sfs added

- Severity changed from Low to Normal

- Version changed from 1.2.2 to 1.3.1

The bug is still present in 1.3.1.
When it happens, it gets a lot in the way when trying to set up closest encounter with the target body's satellite as the game only displays intersects and closest encounters on the last patched conic.

Attaching a quicksave with the situation in 1.3.1.

Also, here's a short video demonstrating the issue: https://youtu.be/vUYQyjOTcmU

Files

screenshot1.png	657 KB	01/01/2017	Kasuha
screenshot0.png	467 KB	01/01/2017	Kasuha
quicksave.sfs	294 KB	01/01/2017	Kasuha
wrong orbit display.sfs	1.43 MB	12/09/2017	Kasuha