

Kerbal Space Program - Bug #13505

Conic patches displayed incorrectly, intersect with SOI boundary not detected

01/01/2017 01:55 PM - Kasuha

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|------------------------|---------------------|---------------------|--------------|
| 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 |