

Kerbal Space Program - Bug #13712

Orbit.h parameter is calculated wrongly for celestial bodies

01/30/2017 02:50 PM - morse

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|------------------------|-----------------------------------|---------------------|--------------|
| Status: | New | Start date: | 01/30/2017 |
| Severity: | Normal | % Done: | 0% |
| Assignee: | | | |
| Category: | Buildings | | |
| Target version: | | | |
| Version: | 1.2.2 | Language: | English (US) |
| Platform: | Linux, OSX, PS4, Windows, XboxOne | Mod Related: | No |
| Expansion: | | | |

Description

If Orbit.h is supposed to be the specific orbital angular momentum, then it should always be collinear to the orbit's normal. Which it's not. If you compare `Orbit.h.normalized` versus `Orbit.GetOrbitNormal().normalized` you'll see that only the z component is the same, while x and y are all messed up.

This happens only to celestial bodies, the vessels are OK.