Kerbal Space Program - Bug #13712

Orbit.h parameter is calculated wrongly for celestial bodies

01/30/2017 02:50 PM - morse

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.