

Kerbal Space Program - Bug #1614

Ridiculous orbits predicted for a moment when approaching an escape node

10/23/2013 01:21 AM - Cultist_O

Status:	Closed	Start date:	10/23/2013
Severity:	Low	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	0.22	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

Often, if you are approaching an escape node (from MÃ¼n for example) the escape node will disappear about 30 seconds before your craft actually reaches it (though you will still have a blue line extending from your craft to where it used to be) At this point some unreasonable Kerbin orbit will be predicted until you actually reach the escape node, after which the previously predicted Kerbin orbit (the proper one) will be predicted again

History

#1 - 10/24/2013 05:52 AM - tageborg

I am seeing the same issue. Ubuntu Linux, 64bit Unity, 8G RAM.

#2 - 11/03/2013 01:13 PM - Kerolyov

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#3 - 11/10/2013 10:11 PM - truffid_hunter

I get this at EVERY Sol change.. crazy inverted orbits show for *up to a minute* before it works it out and displays a more reasonable one

#4 - 03/16/2014 07:53 AM - Lysius

Every time I leave the Sol of a moon or planet, 1-2 minutes before the change actually happens, a wrong orbit after the change (outside the Sol) is plotted.

The actual point of escape vanishes, but instead the back-projected point of entering the Sol of the body appears on the map. This point is named "escape" and has a time in the past. The rest of the correct escape trajectory is still drawn, but without the point of escape at the end. When the real change of the Sol happens, everything reverts to normal.

This happens reliably if I load a quicksave from shortly before the bug appears.

Had this at least in 0.21.1, 0.22 and 0.23 on Linux (Fedora, 64 bit).

Here is a screenshots from before the bug appears:

<http://i.imgur.com/mSelxXO.png>

and after the bug appears:

<http://i.imgur.com/A0Tyly9.png>

<http://i.imgur.com/N7XitID.png>

#5 - 04/03/2014 12:51 PM - Lysius

still present in 0.23.5

#6 - 07/20/2014 07:59 AM - Lysius

still present in 0.24

#7 - 07/17/2016 09:25 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

#8 - 08/07/2016 12:31 PM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention