

Kerbal Space Program - Bug #2016

Orbit Spontaneously changes with no input after loading quicksave

01/04/2014 11:06 AM - Ethanol2

| | | | |
|------------------------|-----------|---------------------|--------------|
| Status: | Duplicate | Start date: | 01/04/2014 |
| Severity: | Normal | % Done: | 100% |
| Assignee: | | | |
| Category: | Gameplay | | |
| Target version: | | | |
| Version: | 0.23 | Language: | English (US) |
| Platform: | Windows | Mod Related: | No |
| Expansion: | | | |

Description

I've only encountered this bug going flying to Laythe but that's pretty much the only planet I've going to. When ever I load a quicksave, or 95% of the time, my speed changes, for example as I was coming in to dock I smashed in to my Laythe station so I reloaded the save. I was coming in but still a few kilometres away. My speed was visibly changing and my encounter was getting farther away. It also happened as I was coming in the Laythe's SOI my apoapsis kept getting lower and this happened several times as it's hard to do a good aero brake around Laythe and I kept having to reload

History

#1 - 01/06/2014 03:43 AM - TruePikachu

- Status changed from New to Duplicate

- % Done changed from 0 to 100

Duplicate of [#1219](#)