Kerbal Space Program - Bug #28588

SOI Change Invisible When Warping

11/28/2021 08:31 PM - trompelamort

Status:	New		**Start date:**	11/28/2021
Severity:	Low		**% Done:**	0%
Assignee:				
Category:	Gameplay			
Target version:				
Version:	1.12.2		**Language:**	English (US)
Platform:	Linux		**Mod Related:**	No
Expansion:	Breaking Ground, Core Game, Making History			

Description

In the map view, an SOI change will become invisible so that it looks like there is no SOI change at all when time warping.
This seems to happen randomly with many bodies. One way to replicate is:

1) Start a new Sandbox game.
2) Make a ship capable of getting to Minmus when launched straight up and put it on the launchpad.
3) Timewarp to 3h45m UT.
4) Turn SAS on.
5) Launch straight up until a Minmus encounter (Put Apoapsis at 46Mm-48Mm)
6) Warp to Apoapsis.
7) When past Apoapsis, timewarp x5.

You should observe that the SOI change to Minmus disappears on timewarp.
And if you set the timewarp past 50, the timewarp does not drop to 50 when it should when entering Minmus SOI.
An SOI change is triggered when leaving Minmus SOI though.

This means that when your burn to get a Minmus encounter is done, timewarping x1000 and relying on the SOI change to slow down your timewarp won't work. Instead you just blow right past it.

This will happen sometimes with other bodies, especially when transferring between moons in the Jool system.

Files

Player.log	711 KB	11/28/2021		trompelamort
20211128073435_1.jpg	461 KB	11/28/2021		trompelamort
20211128093123_1.jpg	314 KB	11/28/2021		trompelamort
20211128093051_1.jpg	317 KB	11/28/2021		trompelamort
20211128093128_1.jpg	314 KB	11/28/2021		trompelamort