Kerbal Space Program - Bug #28694

SOI transfer trajectory changes when changing camera focus or when the new SOI is reached

01/25/2023 06:01 PM - kerbyourenthusiasm

Status:	New	**Start date:**	01/25/2023
Severity:	Low	**% Done:**	0%
Assignee:			
Category:	Map and Planetarium		
Target version:	1.12.5		
Version:	1.12.5	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:	Core Game		

Description

What happens: When a transfer trajectory is present as part of an orbit (as part of an SOI change), reaching the encounter point or changing the camera focus to the object being encountered alters the plotted trajectory, but only of the transfer. This affects both the current orbital trajectory and the trajectory resulting from maneuver nodes. This also impacts alignment markers on the NavBall, such that prograde, retrograde, etc. no longer match up with the ship's real trajectory.

How to reproduce: Seems to occur any time my orbit intersects with the SOI of a new celestial body. This even occurs in the training tutorial "To The Moon, Part 1".

Notes: Not using any mods or expansions. On my very first install of the game, this happened the first time I did the above-mentioned tutorial. When I reloaded the tutorial things worked just fine, and I didn't encounter the bug again until I tried to reach the moon in my first save. Seeing the bug again, I went back to the tutorial to determine whether it might have something to do with my save or the ship I was in. Now, however, this bug occurs unavoidably, even in the tutorial.

Files

screenshot2.png	2.34 MB	01/25/2023	kerbyourenthusiasm
screenshot1.png	2.33 MB	01/25/2023	kerbyourenthusiasm
screenshot3.png	2.11 MB	01/25/2023	kerbyourenthusiasm
screenshot4.png	2.11 MB	01/25/2023	kerbyourenthusiasm