

Kerbal Space Program - Bug #28698

Neighbor vessel in point of changing planet deals self changing trajectory

02/07/2023 04:44 PM - kerlon_kersk

Status:	New	Start date:	02/07/2023
Severity:	Low	% Done:	0%
Assignee:			
Category:	Physics		
Target version:	1.12.5		
Version:	1.12.5	Language:	English (US), русский (Russian)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

If you have 2+ vessels near in space in point when you change planet orbit (for example Ike->Duna Duna->Ike), the secondary vessel get big buff for speed and flies away. In my case - i have a massive orbital station, detached probe near, and engineer kerbal in space. Kerbal - instantly flies on far orbit as comet, probe`s solar panels crushes and probe flies away too.

Old bug