

## Kerbal Space Program - Bug #786

### Intercept points on map flickering

06/18/2013 10:06 PM - n00b1c1d3

<b>Status:</b>	Closed	<b>Start date:</b>	06/18/2013
<b>Severity:</b>	Very Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	0.20.2	<b>Language:</b>	English (US)
<b>Platform:</b>	Win32	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

When setting up a coplanar orbit with 2 intercepts, the intercept points (intercept 1 & 2, target position at intercept 1 & 2) flicker very rapidly. hovering over them produces tooltips which also flicker between different points of interest. burning in any direction usually fixes this but makes rendezvous more difficult

KSP version 0.20.2.186  
OS Win 7 64 bit  
GPU: ATI HD 6870

The attached images were taken in quick succession but dont show "target position at intercept" points. flicker rate is high (like a bad flourecent lamp flickering)

#### History

##### #1 - 06/18/2013 10:26 PM - n00b1c1d3

Just noticed that placing a maneuver node sometimes stops the flickering

##### #2 - 06/27/2013 01:29 PM - doctorzuber

this is normal for a circular orbit.

What is happening is the simple act of firing RCS to change your orientation is altering your orbit. The closer your orbit gets to a perfect circular orbit, the more jumpy the nav points get.

The only "bug" here is the fact that you can change your orientation with RCS turned off. This is a physics shortcut, and it does cause bouncing nodes even though they aren't actually changing at all. The game doesn't actually change the orbit for this free rotation, so the bouncing is a visual nuisance that maybe should be fixed for a final version, assuming that free rotation isn't simply removed entirely to increase realism.

##### #3 - 06/29/2013 04:18 AM - Ruedii

This problem also occurs on Linux with Ascending Nodes, descending nodes, planet intercepts, peripexes, and apopexes under various circumstances.

They flicker and twitch in various patterns. It is usually caused by close matching of the values being compared to create these points. However, I have not figured out what causes the planetary intercept points to flicker, but those tend to stop doing that once I move closer to them.

The flicker and twitching does not occur during time warp. This is likely because it is not recalculating the path during these times.

##### #4 - 10/26/2014 01:32 AM - Whitey04

- Status changed from New to Confirmed

- % Done changed from 0 to 10

In no condition should this be "normal". The GUI probably needs some hysteresis such that when intercept 1 & 2 keep swapping places it keeps one set rather than showing effectively neither.

When this happens it's impossible to use the interface to perform a rendezvous as none of the intercept markers are usable. Sometimes adding a node (and changing delta-V on it) will break the intercepts out to a usable state but it's only a workaround.

KSP 0.25

**#6 - 07/27/2015 05:55 PM - Squelch**

- Platform Win32 added
- Platform deleted (Windows)

**#7 - 11/19/2015 06:17 PM - sal\_vager**

- Severity changed from Normal to Very Low

This issue is caused by the limitation of numeric integration, and is not fixable.

[http://forum.kerbalspaceprogram.com/threads/138802-Kerbal-Space-Program-1-0-5-New-Issues-Repository#wobbly\\_orbits](http://forum.kerbalspaceprogram.com/threads/138802-Kerbal-Space-Program-1-0-5-New-Issues-Repository#wobbly_orbits)

**#8 - 07/17/2016 09:40 AM - TriggerAu**

- Status changed from Confirmed to Needs Clarification
- % Done changed from 10 to 0

**#9 - 08/07/2016 11:40 AM - 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

**Files**

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Bug1.jpg	184 KB	06/18/2013	n00b1c1d3
bug2.jpg	172 KB	06/18/2013	n00b1c1d3