

Kerbal Space Program - Bug #10918

Minmus encounter not predicted in Map view

09/01/2016 10:10 PM - Leibniz

Status:	Closed	Start date:	09/01/2016
Severity:	Low	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.1.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Attached quicksave.sfs has a craft heading towards Minmus SOI but the map predicts a Mun encounter instead. It is like the map stops after predicting the Mun encounter and does not look for an earlier encounter with Minmus. Stock Win32. I used infinite fuel to get the craft in place.

This is an update of Bug [#2356](#) for 1.1.3.

History

#1 - 09/02/2016 06:18 PM - smjames

Um, there isn't a quicksave attached here.

#3 - 09/02/2016 08:03 PM - Leibniz

- File quicksave.sfs added

#4 - 10/13/2016 11:39 AM - sal_vager

- Status changed from New to Ready to Test

- % Done changed from 0 to 80

Hi guys, this should be working in the release.

#5 - 11/18/2016 08:04 PM - JPLRepo

- Status changed from Ready to Test to Closed

- % Done changed from 80 to 100

Closing. No response.

Files

quicksave.sfs	45.3 KB	09/02/2016	Leibniz
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