

Kerbal Space Program - Bug #11349

PE declining while in stable orbit

09/13/2016 04:02 AM - krimsalt

Status:	Closed	Start date:	09/13/2016
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.1.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Go to tracking station and select AutonoRover Subaru, which is orbiting Mun at 45k AP and 43K PE.

When looking at the PE numbers, it wobbles a LOT back and forth and consistently declines. I was planning a maneuver and in the matter of seconds it the PE went from 45k to 43k... I know in 1.1.2 there was an orbital decline issue but it was fixed...

To my knowledge this doesn't happen on any other craft I have in stable orbit anywhere.

Mods: KJR and Kerbal Engineer Redux

Platform: Windowx 7, 64x

History

#1 - 09/13/2016 04:09 AM - krimsalt

edit: actually it does seem to happen only to the other Mun satellite in polar orbit.. all other orbits around Duna/Kerbin appear stable and vary by 1-2m every few seconds. It's the orbits around Mun are acting wonky... I've never noticed this before

#2 - 09/13/2016 04:34 AM - krimsalt

A second edit: there seems to be some phantom force on it, as after timewarp the probes will slowly start to rotate very slowly. Also if you place a maneuver node, the maneuver vector hops and wobbles too..

Also, this slightly does appear to happen to the Minnum probe

Again, only mods are KJR and KER, SAS and RCS is off, and I've never noticed this before

#3 - 06/18/2019 12:20 PM - Robert.Keech

- Status changed from New to Updated

- % Done changed from 0 to 10

Issue no longer occurs

#4 - 06/18/2019 12:20 PM - Robert.Keech

- Status changed from Updated to Resolved

- % Done changed from 10 to 100

#5 - 06/19/2019 12:01 AM - chris.fulton

- Status changed from Resolved to Closed

Files

persistent.sfs	4.94 MB	09/13/2016	krimsalt
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