Kerbal Space Program - Bug #13097

New Intercept Feature Freaks out when the current SOI exits the referenceBody SOI

10/23/2016 08:21 PM - Sigma88

Status:	New		**Start date:**	10/23/2016
Severity:	Normal		**% Done:**	0%
Assignee:				
Category:	Plugins/Add-Ons			
Target version:				
Version:	1.2.0		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:				

Description

So, I am aware that this is a non-issue in a stock game, but my mod requires the possibility that the SOI of a certain body could be bigger than the SOI of its parent.
(yes, I know https://sslimgs.xkcd.com/comics/workflow.png)

anyways, this is what happens:

1- I set up Body1 to have a certain SOI
2- I set up Body2 to orbit Body1
3- I set Body2 SOI to always enclose Body1 SOI

when I try to enter Body2 SOI from an external orbit (around the Sun), and also when I try to exit Body2 SOI (if I am orbiting it)

the game starts to stutter, the logs are spammed with

CheckEncounter: failed to find any intercepts at all

now, I was able to fix this issue by turning on the setting LEGACY_ORBIT_TARGETING, but I still felt like posting this in here, in case there is an easy fix with the current function