

Kerbal Space Program - Bug #13428

Sometimes when exiting Kerbin SOI, extreme lag in map view and disappearance of vessel

12/14/2016 08:07 AM - Tominator600

Status:	New	Start date:	12/14/2016
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.2.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

I was launching a Solar Orbiter straight from Kerbin retrograde when I noticed a large amount of lag in the map view, just after escaping Kerbin and before the deployment of my next stage. I also saw the orbital line for my vessel dissappear. Switching back to normal view caused all lag to stop, and everything looked normal. Switching back to map view, the lag started again and the orbit was still missing. Quicksaved, but when I tried to reload, nothing happened (as in it didn't load, as opposed to the problem persisting). In order to find out what would happen if I escaped Kerbin SOI with this problem, I tried to time accelerate. Almost immediately after doing so, my vessel completely vanished, my speed became NaN, and my altitude displayed as all 0s in red font instead of black. I have included a picture(screenshot12.png) and my log file(KSP.zip(Sorry it was to large to attach uncompressed)). Errors seem to start at [LOG 00:15:04.541]

Note: After attempting to repeat the results, I have discovered that it seems to happen in a narrow window after escape trajectory is established, and can be fixed by engaging thrusters. However, I can't tell for sure what the confines of this window are, or how much additional thrust is neccessary to correct the issue.

Files

screenshot12.png	640 KB	12/14/2016	Tominator600
KSP.zip	1.06 MB	12/14/2016	Tominator600