

Kerbal Space Program - Bug #16503

Orbit changes during time warp

11/10/2017 03:03 AM - Kerbal_pancake

Status:	Closed	Start date:	11/10/2017
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.3.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Sometimes when timewarping an orbit will change greatly with nothing effecting the vessel

See here <https://m.youtube.com/watch?v=C375xS6bacE>

Different orbits visible around 19 seconds in.

Mods installed

Kerbal alarm clock

Kerbal engineer

Better time warp

Environmental visual enhancements

Scatter

Stock visual enhancements

Outer planets mod

Kopercornicus

Module manager

Patched conics set to 3

History

#1 - 11/10/2017 03:04 AM - Kerbal_pancake

More footage is available on request

#2 - 11/13/2017 10:26 AM - Squelch

- Status changed from New to Need More Info

Please could you try this without mods? Some of the mods you have installed directly affect how orbits and time warp behave. We can only accept reports for unmodded games due to the sheer number of permutations.

#3 - 11/16/2017 06:07 AM - Kerbal_pancake

Squelch wrote:

Please could you try this without mods? Some of the mods you have installed directly affect how orbits and time warp behave. We can only accept reports for unmodded games due to the sheer number of permutations.

Ok I'll try to re-create this in stock

#4 - 08/01/2019 12:28 AM - chris.fulton

- Status changed from Need More Info to Resolved

- % Done changed from 0 to 100

#5 - 08/01/2019 12:29 AM - chris.fulton

- Status changed from Resolved to Closed

Closing in efforts to database cleanup.