

## Kerbal Space Program - Bug #18457

### Spawn vessel mean anomaly

04/07/2018 08:45 AM - Tomf

<b>Status:</b>	New	<b>Start date:</b>	04/07/2018
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	1.4.2	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Making History		

#### Description

When spawning a new vessel in orbit the mean anomaly field seems not to work as expected. Where craft actually appear seems to be extremely complicated - it seems to be affected by previous run-throughs of the mission. This makes it impossible to control where a craft spawns.

In the attached mission file a new satellite is supposed to appear in geostationary orbit directly above KSC.

If you launch and stage immediately it will spawn in a geostationary orbit above a certain longitude A.

If you restart the mission, warp forward a few hours and then stage it will spawn at a different longitude B.

If you restart the mission again and stage immediately it will now spawn at longitude B again.

#### Files

test-mission.zip

507 KB

04/07/2018

Tomf