

Kerbal Space Program - Bug #18994

SAS doesn't align to maneuver node after multiple SOI changes

05/20/2018 06:53 PM - jclovis3

Status:	New	Start date:	05/20/2018
Severity:	Low	% Done:	0%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.4.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

This can be a big issue in the Jool system due to the many moons and likelihood of using them for reducing speed and setting a Jool orbit. I first noticed this in a mission but was able to reproduce it in a Sandbox flight by setting orbit around Jool just outside of Pol and burning retrograde until I hit an intercept through Tylo twice. Upon setting a maneuver after leaving Tylo SOI for the second time, the SAS attempting to orient the ship to line up with the blue Maneuver node fails.

In this photo, which you can play using the Sandbox save attached, the first Tylo intercept is at 13d. Then you exit and follow the purple loop around to intercept Tylo again at 59d. After the escape you're in the red loop, where the maneuver is set at 60d to encounter Laythe by 61d.

I can manually move the ship around, or use SAS to lock on pro/retrograde, or any of the other markers (even target). Just Maneuver fails to lock on. It will move, but to the wrong point. From here, if I set to just plain stability assist, and warp up to just after the first intercept, the maneuver hasn't moved to my current heading yet. Then I lock SAS on maneuver node, and immediately it turns me around to point to the node correctly. Lock SAS on stability again, then warp back out of Tylo SOI, the maneuver node hasn't moved. When I lock SAS back on maneuver again, it moves back around to the area away from the node just as it did before. Now warp back into Tylo SOI for the second time, and the SAS maneuver node lock works again. Exit the SOI from here and you are just before the maneuver, where the maneuver node does work.

So it seems that with any orbit that passes in and out of a Jool satellite celestial body, SAS fails to lock on the the maneuver node correctly.

Files

Maneuver set after multiple encounters.png	409 KB	05/20/2018	jclovis3
Sandbox Jool Maneuver Bug Save Files.zip	190 KB	05/20/2018	jclovis3