

Kerbal Space Program - Feedback #19218

de-emphasize angular coordinates of contract orbits

06/15/2018 05:02 AM - Anonymous

| | | | |
|------------------------|-----------|---------------------|--------------|
| Status: | New | | |
| Severity: | Low | | |
| Assignee: | | | |
| Category: | Gameplay | | |
| Target version: | | | |
| Version: | 1.4.3 | Language: | English (US) |
| Platform: | Windows | Mod Related: | No |
| Expansion: | Core Game | | |

Description

Contracts to place satellites in orbit still call out prominently the longitude of the ascending node of the orbit, but no longer use angular coordinates in flight to find the orbit (as it was with Fine Print). Rather, the target orbit is now drawn in map view, and can be matched visually.

Each new player spends time discovering that this numerical parameter is not useful. About once every three months a thread in the user forum has as its central question how to determine "Longitude of Ascending Node".

The most recent thread on the topic suggests that the only use of the LAN is with piloting mods.

<https://forum.kerbalspaceprogram.com/index.php?/topic/175885-general-questions-about-some-orbit-characteristics/>

Some mods could look up the LAN from the contract through the API, but KOS for example does not expose the contracts (until someone writes and add-on). So it seems the LAN needs to stay in the contract fine-print.