

Kerbal Space Program - Bug #20755

Munar double encounter orbit prediction rapid oscillation

12/23/2018 11:35 PM - Nebbie

Status:	Confirmed	Start date:	12/23/2018
Severity:	Low	% Done:	10%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.6.0	Language:	English (US)
Platform:	Linux, Windows	Mod Related:	No
Expansion:	Core Game		

Description

Was going to the Mun for an orbit with a bunch of tourists, and the orbit prediction really didn't like my exact trajectory until after I left Kerbin's SOI.

History

#1 - 12/24/2018 11:21 AM - Anth12

- Status changed from New to Confirmed
- % Done changed from 0 to 10
- Platform Windows added

Windows as well.

Used the save supplied but already saw this on my approach to the Mun in one of my own saves

<https://youtu.be/bytGYvZjmt8>

Here is video proof for the confirmation

#2 - 12/25/2018 05:51 AM - Anonymous

Note: to see the issue, you need to increase 'Conic Patch Limit' to at least 4 in the Settings.

There is an encounter with the Mun, then escape from Mun to a large orbit barely inside Kerbin's SOI with period over one year, then a second encounter with the Mun that is jittery. The second encounter is very sensitive to the initial conditions.

Files

Mun Skippy Orbits.loadmeta	379 Bytes	12/23/2018	Nebbie
Mun Skippy Orbits.sfs	196 KB	12/23/2018	Nebbie