

Kerbal Space Program - Bug #22111

SOI intercept not visible

05/05/2019 02:34 PM - Kasuha

| | | | |
|---|---------------------|---------------------|--------------|
| Status: | Closed | Start date: | 05/05/2019 |
| Severity: | Low | % Done: | 100% |
| Assignee: | | | |
| Category: | Map and Planetarium | | |
| Target version: | | | |
| Version: | 1.7.0 | Language: | English (US) |
| Platform: | Windows | Mod Related: | No |
| Expansion: | Core Game | | |
| Description | | | |
| <p>Ship is on trajectory that intercepts Mun SOI but that intercept is not visible in map. This situation was there ever since setting up maneuver to eject from Kerbin orbit, the intercept kept disappearing as I was trying to set up direct rendezvous with a ship in Mun orbit.</p> <p>Adding a 0 m/s maneuver at around apoapsis of the orbit reveals the intercept. Also time warp to around the apoapsis reveals it in the map.</p> <p>See attached screenshots or use attached quicksave to reproduce the situation.</p> | | | |

History

#1 - 05/17/2019 09:25 AM - Kasuha

- File *quicksave.sfs* added

I have another case of the issue, here even placing a maneuver around apoapsis does not help - the ship appears to be on trajectory missing Minmus SOI until it suddenly appears inside the SOI. The calculation misses the intercept altogether. To reproduce, load the attached quicksave, open map view and use time warp.

It is however possible to place the maneuver at the part of the orbit that puts the maneuver inside Minmus SOI. Things displayed in the map view are then rather strange, I did not try to interpret them.

Again, this was the case when I was trying to optimize the approach to meet with the ship to be rescued directly from the transfer.

#2 - 01/17/2020 03:49 PM - Robert.Keech

- Status changed from *New* to *Updated*

- % Done changed from 0 to 10

Issue no longer occurs, loading the attached quicksave the ship has a intercept with the mun

#3 - 01/17/2020 03:49 PM - Robert.Keech

- Status changed from *Updated* to *Resolved*

- % Done changed from 10 to 100

#4 - 01/24/2020 12:47 AM - chris.fulton

- Status changed from *Resolved* to *Closed*

Files

| | | | |
|-----------------|---------|------------|--------|
| quicksave.sfs | 449 KB | 05/05/2019 | Kasuha |
| screenshot2.png | 2.24 MB | 05/05/2019 | Kasuha |
| screenshot3.png | 2.23 MB | 05/05/2019 | Kasuha |
| screenshot4.png | 2.27 MB | 05/05/2019 | Kasuha |
| quicksave.sfs | 1.04 MB | 05/17/2019 | Kasuha |