

## Kerbal Space Program - Bug #22785

### Orbital parameters noticeably shifting from physics to on-rails in a barely-suborbital path

06/06/2019 04:02 AM - Nebbie

<b>Status:</b>	New	<b>Start date:</b>	06/06/2019
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Physics		
<b>Target version:</b>			
<b>Version:</b>	1.7.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

After ending up relying on emergency decoupling to reduce periapsis, I found myself facing a lot more timewarping than expected to deorbit. Turns out, after drag reduces the orbit, going to on rails puts it almost back to where it was before scraping the atmosphere; that is, around 40m of periapsis is lost every pass, but then 20-30m is readded by going to on-rails once out of the atmosphere and disengaging physical timewarp. This should be able to be seen by loading the save and only using timewarp controls.

I can expect a few m difference from rounding, but to lose up to 3/4 of progress with every atmosphere scrape is a pretty big kick in the pants, making the passive slow deorbiting here unrealistically slow.

#### Files

Periapsis Jump.sfs	170 KB	06/06/2019	Nebbie
Periapsis Jump.loadmeta	379 Bytes	06/06/2019	Nebbie