

Kerbal Space Program - Bug #2356

Tylo encounter not predicted in Map view

04/05/2014 04:25 PM - Leibniz

Status:	Closed	Start date:	04/05/2014
Severity:	Low	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.23.5	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

Details and reproducible steps are here:

<http://forum.kerbalspaceprogram.com/threads/69982-Tylo-encounter-not-predicted-in-Map-view?p=976264#post976264>

The bug still occurs in v0.23.5.464 using the original persistent.sfs.

History

#1 - 04/07/2014 10:26 AM - Kasuha

- File quicksave.sfs added
- Status changed from New to Confirmed
- % Done changed from 0 to 10

Attached quicksave contains a ship which is going to *collide* with Tylo and the game does not see it will enter its SOI.

<http://i.imgur.com/4x0sDp7.png>

<http://i.imgur.com/K4RtPu3.png>

#2 - 07/27/2015 06:05 PM - Squelch

- Platform Win32 added
- Platform deleted (Windows)

#3 - 07/17/2016 09:36 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification
- % Done changed from 10 to 0

#4 - 08/09/2016 10:39 AM - TriggerAu

- Status changed from Needs Clarification to Closed
- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention

Files

quicksave.sfs	18.3 KB	04/07/2014	Kasuha
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