

Kerbal Space Program - Bug #24236

Remaining deltaV estimation goes crazy

10/29/2019 06:02 PM - vrampal

Status:	Need More Info	Start date:	10/29/2019
Severity:	Low	% Done:	0%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.8.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

The remaining deltaV estimation change all the time for no reason, engine are shut down or at 0%.

I send 2 ships in Kerbin orbit, dock them together then shut down one engine.

<https://www.youtube.com/watch?v=NfDbo2AmcYY>

Recorder on KSP 1.8.0 with MH and BG
Windows 10 pro 1903

History

#1 - 10/30/2019 05:07 PM - vrampal

- Version changed from 1.8.0 to 1.8.1

Can be reproduced with KSP 1.8.1

#2 - 10/30/2019 08:08 PM - just_jim

- Status changed from New to Need More Info

I can reproduce this with the attached game, but that is clearly modded.
I cannot reproduce it in a totally stock game using two similar rockets.
Question: can you try and reproduce this on your end using a stock game, so I can rule out it being mod-related, please?

Files

bug deltaV.sfs	502 KB	10/29/2019	vrampal
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