

Kerbal Space Program - Bug #24366

Contract marker pin tips not exactly on location

11/12/2019 07:07 AM - k_mos

Status:	New	Start date:	11/12/2019
Severity:	Low	% Done:	0%
Assignee:			
Category:	Map and Planetarium		
Target version:			
Version:	1.8.1	Language:	English (US), русский (Russian)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

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Auto-generated contracts often contain location-specific tasks.

Map markers for those tasks are pin-shaped, but the tip of the pin doesn't in fact correspond to the real target location. Instead, all pins are shifted slightly below (southward) than their corresponding location. See diagram attached.

Expected:

Contract marker pin tip should be located directly above target location. See diagram attached.

Importance:

This is not a big deal with high-altitude large area contracts, but manually aiming a map view trajectory at the precise location of a surface contract gets tricky and frustrating.

Discovery:

I am running latest KSP x64 core (stock/vanilla/no mods etc.) on a Windows 10 desktop via Steam. During early stages of career mode, I have to routinely use map view to eyeball the landing trajectory ending exactly at the contract site.

After consistently missing the target landing location during several Mun surface contracts, I got suspicious that something might be off and ran an experiment:

1. Took a random Kerbin surface contract
2. Landed near the contract site
3. In map mode, selected the contract marker as target
4. Drove directly to the target according to navball, until navball target icon suddenly jumped from prograde to retrograde position
e.g. arrived exactly at the contract location epicenter
5. Quicksaved the game (save file attached)
6. Took screenshots of map view before and after accomplishing the contract (screenshots attached)
7. Switching between before/after screenshots or overlaying them clearly showed contract marker being offset southward
8. Tried several different craft icons to check it is not my craft icon that is offset
9. Tried reloading the game with several different UI scales to check if it is a UI scale related issue

Steps to Replicate:

1. Accept any *survey* contract with *landed* clause
2. Get to the contract target site
3. In map view, compare the contract marker position with your craft icon position

System Specifications:

1. Windows 10 x64 Home Single Language
2. Steam
3. Successively, both KSP 1.8.0 and 1.8.1 (latest as of now)
4. 1366x768 pixel screen resolution

Files

1.png	460 KB	11/12/2019	k_mos
2.png	457 KB	11/12/2019	k_mos
Explanation Diagram.png	9.42 KB	11/12/2019	k_mos

quicksave.loadmeta
quicksave.sfs

394 Bytes
588 KB

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