

Kerbal Space Program - Bug #24924

Map icon shift while time warp

02/26/2020 11:15 AM - KerbalabreK

Status:	Investigating	Start date:	02/26/2020
Severity:	Low	% Done:	20%
Assignee:	Robert.Keech		
Category:	Map and Planetarium		
Target version:			
Version:	1.9.0	Language:	English (US), 简体中文 (Chinese Simplified)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

Place a ship on Duna surface. Do a time warp and the the ship icon in map view is shifting ,spinning around the place it shouldnt be. It no longer stay on the surface but sometimes spinning around somewhere in the space. I dont know why. Game:1.9.0

History

#1 - 03/18/2020 04:59 PM - Robert.Keech

- Status changed from New to Need More Info
- Assignee set to Robert.Keech

Unable to reproduce, could you please provide a save file where this is occurring in your game, preferably where the ship is landed and prior to when the issue occurs?
Thanks.

#2 - 03/19/2020 09:12 AM - KerbalabreK

KerbalabreK wrote:

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Sorry that I've missed a detail. place a ship on duna surface and switch to a ship which is doing a kerbin-duna transfer in the kerbol orbit. focus the map view to duna and it should reproduce. I've been trying these time and it always happens. I will get a screen shot or a footage soon.

#3 - 03/21/2020 07:38 AM - MisterDoctor

There either always or at least sometimes seems to be an offset between phys-space/time and warp-space/time. It's hard to tell if they're all the same issue or separate issues. Various examples include:

- Vector icons moving when reaching 70km altitude when launching from Kerbin
- Conic lines not always matching vectors (your conic can be aimed right overtop a target, yet the icon for it is off to the side, or vice-versa)
- UI mouse-over target not matching conic lines (this is probably just rounding issues and not related to the others; mostly noticable during solar orbit)
- targeted vehicles in space actually moving/sliding great distances when switching to time-warp and back
- planetary icons being offset from the planet surface, surrounding an invisible spinning sphere (as described by OP)

UPDATE: I now realize that the first of these two issues are I think ok. The ones that were definitely bugs I have no encountered in a very long time.

For the first one, when you get high enough, your mode switches from Surface to Orbit, so your prograde vector moves slightly since it was relative to the ground, but is now relative to the center of the planet instead.

The second one is I think caused by the rotation of the planet. The nav ball will show you on course to the marker, but the map will show you off course. One of them is, I think, taking into account the planetary rotation, so even though your trajectory looks off, the marker will move into your path by the time you get there, or something like that.

#4 - 03/25/2020 12:36 AM - KerbalabreK

MisterDoctor wrote:

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Yes, it's the icons surrounding an invisible sphere and when you warp faster, the sphere gets bigger. Seeing the same happened on Minmus so no only Duna.

#5 - 03/27/2020 01:57 PM - Robert.Keech

- Status changed from *Need More Info* to *Investigating*

- % Done changed from 0 to 20

#6 - 07/29/2020 06:42 AM - schabrackes

- File *KSP_Bug_720p.mp4* added

KerbalabreK wrote:

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Hi,

I can reproduce it on the Mun with a craft in polar orbit. Vessels on the Mun surface start to spin if time warp is set to 1000x. The spinning stops with time warp set to 100x or less. I attached a video. I noticed it on KSP 1.10 and now 1.10.1

#7 - 07/30/2020 01:42 AM - KerbalabreK

schabrackes wrote:

KerbalabreK wrote:

MisterDoctor wrote:

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This is just the same as my situation, but mine is even worse(maybe). They shift out of the SOI at 100000x

Files

KSP_Bug_720p.mp4	1.76 MB	07/29/2020	schabrackes
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