

Kerbal Space Program - Bug #25648

Decaying or changing orbits

06/30/2020 03:37 PM - Wobbly_Av8r

Status:	New	Start date:	06/30/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Application		
Target version:			
Version:	1.9.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

Normally stable orbits are gradually changing without any force inputs, i.e. thrust, RCS or atmospheric drag. The effect does not appear to be random drifting but of steady, continuous decay of both major and minor axes at exactly identical rates in vehicles not capable of thrust, RCS and operating outside of any atmosphere, such as when one uses the cheat menu to place a vehicle into an orbit.

Of possible significance is that the effect is not consistent in 3-dimensional space, but relative to the vehicle: If a fairing is deployed in a "stable" orbit with low force, it always deploys motion-wise toward the nose of the vehicle regardless of whether the nose of the vehicle is prograde, retrograde, radial in/out, normal or anti-normal.

History

#1 - 07/02/2020 09:50 PM - Wobbly_Av8r

To clarify, the option "Orbital Drift Compensation" is selected and showing "ON" but all orbits suddenly seem to be reducing (not randomly, but distinctly reducing/decreasing) their major and minor axes at the same rate causing a force which alters the orbit parameters and is very obvious when undocking, wherein both vessels will skew from this "mysterious" force as well as the normal forces of undocking.