

Kerbal Space Program - Bug #25747

Orbit changes while physics warping

07/08/2020 04:42 PM - KerbalKiller2000

| | | | |
|------------------------|-----------|---------------------|--------------|
| Status: | Confirmed | Start date: | 07/08/2020 |
| Severity: | Low | % Done: | 10% |
| Assignee: | | | |
| Category: | Physics | | |
| Target version: | | | |
| Version: | 1.10.0 | Language: | English (US) |
| Platform: | Windows | Mod Related: | No |
| Expansion: | Core Game | | |

Description

While physics warping above 70 km to speed up engine burns or to speed up the speed of my vessel moving, my orbit changes by a few hundred meters (I've checked and the engine was not on). When out of physics warp, the orbit changes again, to where the orbit is only a few meters off the original orbit. Although the orbit is very close to the original orbit, it is still very irritating. No mods have been installed.

History

#1 - 07/10/2020 07:58 PM - KerbalKiller2000

I've tried on multiple different saved games. Happens on all of them.

#3 - 07/15/2020 02:44 PM - RafaHdz

- Status changed from New to Confirmed
- % Done changed from 0 to 10

Files

| | | | |
|------------------|---------|------------|------------------|
| screenshot1.png | 1.7 MB | 07/08/2020 | KerbalKiller2000 |
| screenshot16.png | 1.71 MB | 07/08/2020 | KerbalKiller2000 |