

## Kerbal Space Program - Bug #26933

**Impossible contract: "Repair Satellite in orbit of Kerbin" was actually spawned to crash into the mun.**

12/27/2020 02:00 AM - Dunbaratu

<b>Status:</b>	New	<b>Start date:</b>	12/27/2020
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Contracts		
<b>Target version:</b>			
<b>Version:</b>	1.11.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

### Description

The screenshot below shows the contract I accepted. The contract claimed the satellite would be around Kerbin.

In reality it spawned a satellite around The Mun, not Kerbin, and furthermore it spawned it in a sub-orbital condition where it's impossible to reach The Mun in a transfer orbit from Kerbin before the satellite crashes into The Mun.

The screenshots below show it. I will also attach the savegame persistence file, if that helps.

I think it **thought** it was spawning the satellite in a high Kerbin orbit, but it coincidentally spawned it high enough, at the right time, that it ended up being inside the Mun's sphere of influence instead, but not going fast enough to be orbital there.

Chances are the parameters for spawning the satellite's orbit around Kerbin need to use a smaller max radius to prevent orbits high enough to spawn in the Mun Sol.

### Files

the_contract.png	437 KB	12/27/2020	Dunbaratu
started_the_satellite_here.png	1.95 MB	12/27/2020	Dunbaratu
persistent.sfs	2.86 MB	12/27/2020	Dunbaratu