

Kerbal Space Program - Feedback #27058

[Not a Bug] Maneuver nodes are not stable when burning several orbits in advance.

01/15/2021 04:21 PM - OnlyLightMatters

Status:	New		
Severity:	Low		
Assignee:			
Category:	SAS		
Target version:			
Version:	Not Applicable	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

Normal behaviour

When you plot a maneuver node and you execute it, markers are somewhat stable in the navball. The remaining deltav is reliable and decreases over time until the burn is complete.

The bug

Suppose you have a ship with a low TWR (ion engines for instance) and you have a very long burn ahead. You will have to make several burns in advance to slowly raise your apoapsis and gain benefit from the Oberth effect. And here comes the bug: if you burn at least one orbit before the actual maneuver node behaves erratically.

- The maneuver marker start bouncing everywhere (the earlier the burn, the more it bounces)
- The remaining deltav

To reproduce the bug

I have made a short video to show how to do the same.

The game is absolutely stock + the 2 DLCs (fresh installation to be sure).

<https://www.youtube.com/watch?v=FZoywiJ3OII>

History

#1 - 01/15/2021 10:40 PM - Anth12

Interesting.

This feels more like the maneuver node system simply isn't made to work like you are trying to make it work

#2 - 01/16/2021 08:20 AM - OnlyLightMatters

- Subject changed from *Maneuver nodes are not stable when burning several orbits in advance. Xenon crafts and Oberth effect are barely usable.* to *[Not a Bug] Maneuver nodes are not stable when burning several orbits in advance.*

#3 - 01/16/2021 08:24 AM - OnlyLightMatters

- Tracker changed from *Bug* to *Feedback*

- Start date deleted (01/15/2021)

Yeah this is not a bug I checked on several versions before 1.11.0 and the behaviour is consistent since at least 1.4.

This bugid can be closed.

#4 - 01/16/2021 08:26 AM - OnlyLightMatters

- Version changed from *1.11.0* to *Not Applicable*