

## Kerbal Space Program - Bug #27227

### Orbit changes without input when cursor is is off

02/05/2021 03:54 PM - svpluto2

<b>Status:</b>	New	<b>Start date:</b>	02/05/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	PS4 - Enhanced Edition 2020-10-14 Patch 13	<b>Language:</b>	English (US)
<b>Platform:</b>	PS4	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

#### Description

In the given example, I was planning to do an ejection burn to get to Eve. I focussed on Eve to see where the periapsis falls and opened the maneuver node to fine tune it. When the cursor is off the orbit drifts. When the cursor is on, the orbit change stops. It is impossible to change the planned maneuver node because of false readings. It affects the game half the time you plan maneuvers and causes a crash into planets. The second image shows that there was a Mun capture burn planned, but by the time the craft arrived, the trajectory changed with a periapsis under the surface instead of about 10km above it.

#### History

##### #1 - 02/08/2021 09:12 AM - jukkamuhonen@hotmail.com

Do you have orbital drift compensation off at settings? If it is, it affects orbits near planets.

##### #2 - 02/08/2021 01:58 PM - svpluto2

- File 9hc1qy5m4GPCyXrf.mp4 added

I play on normal settings and never changed them. This orbit compensation option doesn't show. I assume whatever is the default setting for it then? Am I looking in the wrong place? Sent the video of the only settings menu I see.

#### Files

hIRILvh0NzHxVP63.mp4	602 KB	02/05/2021	svpluto2
Mun dropped periapsis.jpg	470 KB	02/05/2021	svpluto2
9hc1qy5m4GPCyXrf.mp4	371 KB	02/08/2021	svpluto2