

## Kerbal Space Program - Bug #27593

### Retrograde burn does not decrease orbital velocity

04/30/2021 02:47 AM - Uncle\_Saba

<b>Status:</b>	New	<b>Start date:</b>	04/30/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Physics		
<b>Target version:</b>			
<b>Version:</b>	1.11.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		
<b>Description</b>			
<p>When loading this craft in my savefile, I am attempting to do a retrograde burn to form an orbit around Minmus. I have aligned the craft with the retrograde icon on my navball, but firing the engines does not decrease my orbital velocity, rather increasing it. If I flip my craft around to do a prograde burn instead, my orbital velocity still increases. This leads me to believe this is some kind of a physics bug.</p>			

#### History

##### #1 - 05/02/2021 07:26 PM - Anonymous

In the savefile 'weird velocity bug.sfs', it looks like the nav-ball is set to use as its control point a docking part on the side of the rocket. That docking port is pointing retrograde, but the rocket is not.

If I right-click on the command pod and select 'control from here' the nav-ball orientation changes, and then if I rotate the craft to the command pod is pointing retrograde, the rockets slow down the craft relative to Minmus, as expected.

#### Files

20210430045055_1.jpg	501 KB	04/30/2021	Uncle_Saba
20210430045107_1.jpg	499 KB	04/30/2021	Uncle_Saba
20210430050859_1.jpg	294 KB	04/30/2021	Uncle_Saba
20210430045138_1.jpg	485 KB	04/30/2021	Uncle_Saba
Mk Y 2 Munar.craft	158 KB	04/30/2021	Uncle_Saba
weird velocity bug.sfs	573 KB	04/30/2021	Uncle_Saba
Player.log	710 KB	04/30/2021	Uncle_Saba
Player-prev.log	1.4 MB	04/30/2021	Uncle_Saba
hardinfo_report.txt	53.3 KB	04/30/2021	Uncle_Saba