

Kerbal Space Program - Bug #28107

SolveClosestApproach/CheckEncounter log spam with certain patched conics settings causes crashes

06/29/2021 10:30 PM - theaziz

Status:	New	Start date:	06/29/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Settings		
Target version:			
Version:	1.12.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

On my way to Jool I prepared a maneuver node somewhere on the trajectory, focused on Tylo, set it as target and after a short while the game crashed. In fact, it crashed every time I tried to work with it. What I found in the log and console was hundreds of

```
CheckEncounter: failed to find any intercepts at all
```

After trying everything I deleted settings.cfg and that looked like a solution.

Problem is dependent on two settings. "Always show closest approach to target" and "conic patch limit". Conic patch limit too high (above 2 really) causes spam in console, most likely causing the game to crash, and turning on or off the first setting changes the output of said spam. It's either the above or

```
[Orbit] SolveClosestApproach: solve took too many iterations, result incorrect
```

Problem persists on 1.12.1

Makes creating any far encounters hard with conic limit set to only 2.

Attached the log and savefile. Orsat 1 POL is the vessel in question, although same thing happens with another one going in the same direction.

History

#1 - 06/29/2021 10:46 PM - theaziz

- File screenshot223.png added

- File screenshot224.png added

- File screenshot225.png added

Attaching screenshots. With the closest approach setting on, it begins to spam at patched conic limit set to 3. With the setting off, it happens at 4.

#2 - 07/02/2021 02:07 AM - jclovis3

I could have sworn there was a bug report like this a long time ago. Specifically, the game would crash when you warp and have any ship on an intercept to one of Jool's moons from outside of Jool (say a transfer from Kerbin to Bop directly). My workaround was to wait until the ship was within the SOI of Jool, set orbit, and then plot maneuvers to the moons. Not as efficient but it was better than having the game crash every time my ship entered Jool SOI with such a maneuver set.

I couldn't find any earlier bug reports that talked about this though. It has existed for quite some time.

Files

persistent.sfs	7.01 MB	06/29/2021	theaziz
KSP.log	570 KB	06/29/2021	theaziz
screenshot223.png	188 KB	06/29/2021	theaziz
screenshot224.png	1.78 MB	06/29/2021	theaziz

