

Kerbal Space Program - Bug #28144

Apoapsis continues to rise after shutting down engines and leaving atmosphere

07/01/2021 08:18 AM - airdrop0m

Status:	New	Start date:	07/01/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.12.0	Language:	English (US)
Platform:	OSX	Mod Related:	No
Expansion:	Core Game		

Description

I'm trying to fly a space plane to orbit around Laythe but the apoapsis of the orbit continues to rise after the craft has left the atmosphere and all engines, RCS thrusters, and anything that could be creating thrust was shut off.

I attached the craft I used along with this bug report in case you would like to try it out.

I could not upload the video showing this here since it results in an error. Here is a link to the video:

<https://mega.nz/file/vDoCTSQA#eypZbAs7OOK7F3XgBdpfLAFbVRp7uL7gUTHx6GhCjvk>

History

#1 - 07/01/2021 12:42 PM - MarlusKeep

- File *Ease Gravity.png* added

You probably got into laythe using the "Set Position" command on cheats menu on Alt+F12 ?

If that's the case, you probably didn't click the "Stop" command and the game didn't stop easing the vessel.

You can see in your video that below the altimeter there is a message: "Physics easing in progress"

See the photo I uploaded.

#2 - 07/01/2021 06:24 PM - airdrop0m

I was testing whether this craft could get to orbit on its own so I did use the cheats menu. Clicking stop seems to work. Thanks for the help.

I only need to click stop on some vehicles so I assume it's a buoyancy issue. The set position still could be fixed so clicking stop isn't necessary when landing certain vessels on water.

Files

Uaofhk Uajgks.craft	116 KB	07/01/2021	airdrop0m
Ease Gravity.png	1.02 MB	07/01/2021	MarlusKeep