

Kerbal Space Program - Bug #28175

Alarm Clock is changing its time when there are Flickering Orbit Lines. Also Relating to change log: "Fix flickering Orbit lines in Mapview/Tracking station (really fixed this time)."

07/03/2021 01:44 AM - Anth12

Status:	New	Start date:	07/03/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Map and Planetarium		
Target version:			
Version:	1.12.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

KSP 1.12.1 + BG + MH

Video Evidence:

https://youtu.be/XGC8wgP_wdg

Not sure exactly which bug report the change log fix is attached to.

Flickering isn't happening in the tracking station. However that might be another issue.

The SOI alarm is changing according to the flickering

"Alarm Flickering Lines.sfs " is from the video

History

#1 - 07/14/2021 02:04 PM - kamine

This is not 'flickering orbit' which is just a display bug.

This is because in every physics frame the position&velocity of craft is changed, and future predictions are made based on different time&position&velocity of 'current state' of craft.

The orbit is flickering because the prediction is flickering. In some frames, prediction catches an encounter in several orbits later, in some frames, prediction just find no encounter in this orbit.

Files

Alarm Flickering Lines.sfs	458 KB	07/03/2021	Anth12
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