

## Kerbal Space Program - Bug #28460

### Targeting Jool moon causes crash to desktop! "CheckEncounter: failed to find any intercepts at all"

08/26/2021 05:29 AM - Krazy1

<b>Status:</b>	New	<b>Start date:</b>	08/26/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	QA		
<b>Target version:</b>			
<b>Version:</b>	1.12.2	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

#### Description

Steps to reproduce in stock KSP 1.12.2 on Win10:

Start new sandbox game.

Time warp to year 1, day 199, 1 hour (approx.)

Launch a Mk1 command pod

Use alt-F12 cheat to set orbit. Copy/ paste these (from my career save where I found this):

```
SMA = 81052129392.125916
      ECC = 0.83260632468582185
      INC = 0.038412899555496038
      LPE = 353.52092985938856
      LAN = 345.21017397841274
      MNA = 0.0083908025450638787
```

Go to map view.

Set view to Jool.

Set target to any Jool moon.

Crash to desktop

Player log spams "CheckEncounter: failed to find any intercepts at all"

Game breaking - must fix.

#### History

##### #1 - 08/26/2021 06:08 AM - Krazy1

Also happens in KSP 1.11.2 with sometimes not immediate crash and more verbose log:

```
[LOG 17:33:25.756] CheckEncounter: failed to find any intercepts at all
[LOG 17:33:25.873] CheckEncounter: failed to find any intercepts at all
[LOG 17:33:25.916] CheckEncounter: failed to find any intercepts at all
[LOG 17:33:25.962] CheckEncounter: failed to find any intercepts at all
[LOG 17:33:26.037] CheckEncounter: failed to find any intercepts at all
[LOG 17:33:26.520] CheckEncounter: failed to find any intercepts at all
[LOG 17:33:26.601] CheckEncounter: failed to find any intercepts at all
[EXC 17:33:26.984] StackOverflowException: The requested operation caused a stack overflow.
    Targeting+Interval.Create () (at <06f13185617646e5bc801baeab53ab75>:0)
    Smooth.Pools.Pool`1[T].Borrow () (at <06f13185617646e5bc801baeab53ab75>:0)
    Targeting+Interval.Borrow (Targeting+Sample s1, Targeting+Sample s2, System.Int32 tgt_index) (at <06f13185617646e5bc801baeab53ab75>:0)
    Targeting+Interval.Subdivide () (at <06f13185617646e5bc801baeab53ab75>:0)
    Targeting.add_crossing_subdivisions (System.Collections.Generic.List`1[T] intervals, Targeting+Interval iv
al, System.Boolean reversed) (at <06f13185617646e5bc801baeab53ab75>:0)
    Targeting.add_crossing_subdivisions (System.Collections.Generic.List`1[T] intervals, Targeting+Interval iv
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```

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```

**#2 - 09/02/2021 11:56 AM - Jonassoe**

You can get around this by disabling "always show closest approach" in settings.  
However, this is a very serious bug and I don't know why they're not working on it. It's a bug that reliably crashes the application to desktop - why is that not #1 priority?

**#3 - 04/11/2022 02:43 AM - Zeggpold2**

I just ran into this in 1.12.3.3137 (LinuxPlayer). The option "Always Show Closest Approach for Target" in Main Menu > Settings > Graphics was already off, so that workaround didn't work for me. I seem to have gotten past it by unsetting the target, but I'm not sure that was what actually helped.  
In my case, it's worse than just crashing KSP; KSP uses up all the memory on the system, which locks up the GUI. I have to login remotely and kill the KSP process to get back control.

**Files**

Player (2).log	829 KB	08/26/2021	Krazy1
KSP (2).log	449 KB	08/26/2021	Krazy1
persistent.sfs	62 KB	08/26/2021	Krazy1
YaRroRB.png	1.68 MB	08/26/2021	Krazy1
iWruMWE.png	1.19 MB	08/26/2021	Krazy1