

# Kerbal Space Program - Bug #5342

## CoM marker lags behind vessel

08/23/2015 01:23 AM - m4v

<b>Status:</b>	Needs Clarification	<b>Start date:</b>	08/23/2015
<b>Severity:</b>	Unworthy	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	1.0.4	<b>Language:</b>	English (US)
<b>Platform:</b>	Any	<b>Mod Related:</b>	No
<b>Expansion:</b>			

### Description

In the editor, if you drag the vessel around by its root part the CoM marker lags behind. You can see that in the screenshot, which I captured by dragging the vessel very quickly as I pressed F1.

This is not a serious bug, currently just a visual annoyance for plugins that display any information based in the CoM's position, since dragging the vessel will cause all that information to flicker.

This bug wasn't present in 0.90.

### History

#### #1 - 08/23/2015 04:15 PM - RexKramer

- Status changed from *New* to *Confirmed*
- Severity changed from *Low* to *Unworthy*
- % Done changed from *0* to *10*

I can confirm this does happen, although I was not able to get the effect to occur to the degree you have, and after stopping motion the COM marker was almost instantly located correctly.

The way mods interact with the game is an issue which would be best taken up with the mod author, this tracker is only able to address stock game issues. Issues with mods are beyond the scope of this tracker.

The COT and COL markers appear to display the same behavior. I would almost call this intended behavior, the COM/COT/COL calculations are performed on the fly in the VAB/SPH, and are not physically part of the vessel. So each time the vessel is moved, the game periodically recalculates the locations of the markers.

#### #2 - 07/17/2016 09:39 AM - TriggerAu

- Status changed from *Confirmed* to *Needs Clarification*
- % Done changed from *10* to *0*

### Files

screenshot2.png	976 KB	08/23/2015	m4v
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