Kerbal Space Program - Bug #5911

Orbit Lines Disappear in Map Mode

11/10/2015 06:21 PM - honkbert

Status:	Duplicate		**Start date:**	11/10/2015
Severity:	Critical		**% Done:**	100%
Assignee:				
Category:	Controls and UI			
Target version:				
Version:	1.0.4		**Language:**	English (US)
Platform:	OSX		**Mod Related:**	No
Expansion:				

Description

Map view. If I zoom out past the Kerbin system, all celestial body orbit lines (gray in color) as well as my craft's orbits (several colors) disappear.

This bug is highly overlapped with [#2360](#), except that no workarounds have worked for me.

- Orbit lines reappear when I zoom in.
- If I'm all the way zoomed out (solar system) and zoom in *very* fast (to Kerbin) I can catch a glimpse of the celestial body orbits being drawn but they disappear again quickly.
- This was in 1.0.4. I just upgraded to 1.0.5 yesterday and it did not change
- This appears in unmodded and modded versions
- Mac OS X 10.10.5
- Steam

This video is not mine but it shows exactly the same behavior: https://www.youtube.com/watch?v=SWXfa2BVCdI

I did not know this was a bug. I've only been playing for a couple weeks and I thought when I needed to go to outer planets those lines would be there. They are not. I cannot progress in the game right now. I cannot effectively maneuver visible paths beyond Minmus.

Related issues:

Is duplicate of Kerbal Space Program - Bug #2360: All Orbit Graphics Occasion...	**Closed**	**04/06/2014**

History

#1 - 11/10/2015 06:35 PM - RexKramer

- Status changed from New to Duplicate

- % Done changed from 0 to 100

#2 - 11/10/2015 06:36 PM - RexKramer

- Is duplicate of Bug #2360: All Orbit Graphics Occasionally Disappear added