

Kerbal Space Program - Feedback #8472

KerbalPedia SOI info

04/06/2016 03:59 AM - orcaman98

Status:	Closed		
Severity:	Low		
Assignee:	TriggerAu		
Category:	KSPedia		
Target version:	1.2.0		
Version:	1.1.3	Language:	English (US)
Platform:	Linux, OSX, Windows	Mod Related:	No
Expansion:			

Description

I was having a gander at the KerbalPedia pages linked in the DevNotes:

<http://t.umblr.com/redirect?z=http%3A%2F%2Fimgur.com%2Fa%2Fav8VK&t=MjE1NjkyZDjiZWEmZTU0MTRhZjl5YzMyZTlyMwY4OGVhNGUwOwM3YSx5TGJPUjNOMw%3D%3D>

and one bit of the Orbit Nodes page caught my eye: <http://i.imgur.com/HSh83Zq.png>

I haven't played 1.1, but how it worked when last I checked was that the Mun (for example) position was indicated at the time of periapsis, and that to view the location at time of SOI change as mentioned in the graphic, the player had to hover their mouse over the relevant SOI change indicator. Am I wrong? Has it changed?

History

#1 - 07/17/2016 09:44 AM - TriggerAu

- Status changed from New to Needs Clarification

#2 - 08/02/2016 09:04 AM - orcaman98

- File SOI manual.jpg added

- File SOI no cursor.jpg added

- File SOI cursor over first transition.jpg added

- File SOI cursor over second transition.jpg added

- File SOI cursor over Mun.jpg added

- Status changed from Needs Clarification to Updated

- % Done changed from 0 to 10

Ver 1.1.3.1289 (x64) Windows

The KerbalPedia (as shown in screenshot) say that the marker shows where the Mun will be "when the SOI change occurs." The default behavior, however, is to show the location of the Mun when the craft reaches periapsis relative to the Mun. (pretty sure that's what that is, anyway.) It took me a long time to discover that it shows the location of the Mun or whatever second body at the location of the SOI changes if the user hovers his cursor over the relevant transition point. In addition to correcting the error, the additional information could help new players. I don't remember ever seeing it published anywhere.

I've had to add mouse pointers into these screenshots because "print screen" leaves the cursor out. Also, mousing over the default body display point shows date and time the body will cross that point, which I just discovered right now.

#3 - 08/05/2016 12:10 AM - TriggerAu

- Status changed from Updated to Being Worked On

- Assignee set to TriggerAu

- % Done changed from 10 to 30

Thanks for the info OrcaMan I'll look into that one

#5 - 10/14/2016 02:36 AM - Squelch

- Category set to KSPedia
- Status changed from *Being Worked On* to *Resolved*
- Target version set to 1.2.0
- % Done changed from 30 to 100
- Version changed from *Not Applicable* to 1.1.3

This should be fixed in KSP 1.2

#6 - 10/14/2016 02:37 AM - Squelch

- Status changed from *Resolved* to *Ready to Test*
- % Done changed from 100 to 80

#7 - 10/14/2016 06:50 AM - orcaman98

Got excited, then confused. So, it's expected that it's not resolved yet in the main release?

#8 - 10/14/2016 10:08 AM - Squelch

orcaman98 wrote:

Got excited, then confused. So, it's expected that it's not resolved yet in the main release?

It has been addressed and should read correctly now. Please mark as resolved if you agree?

#9 - 10/16/2016 06:00 AM - orcaman98

That's a negative, Squelch. ver 1.2.0.1586 Windows 64 bit. Did an integrity check with Steam. (Found errors, but the error was still there after.) Is Steam leaving me behind or something?

#10 - 10/16/2016 06:30 AM - orcaman98

Just because it's you guys, I ran the integrity check once more after. Failed, said it would reacquire one file. Looked at the KSPedia again, same page. Repeat integrity check result, repeat KSPedia check, then a successful integrity check, then another failed check. No joy on the KSPedia page at any time, but I apparently have a buggy install, so I guess I'm not the best reference case anymore. I'll let you know if I can get that sorted. Do you have a screencap of yours?

Update: Every time I run the game, Steam feels that PartDatabase.cfg in the KSP root directory no longer matches, even though MS Word is certain that the original and the replacement that Steam adds are identical. But, since that doesn't appear related, and forcing Steam to reacquire that KSPedia page didn't take care of it either, I'm going to go with not fixed.

#11 - 10/26/2016 04:00 AM - orcaman98

- Status changed from *Ready to Test* to *Not Fixed*
- % Done changed from 80 to 50

#12 - 10/26/2016 12:59 PM - Squelch

- Status changed from *Not Fixed* to *Being Worked On*
- % Done changed from 50 to 30

Thanks for checking this. We're on it.

#13 - 11/02/2016 04:44 AM - orcaman98

Fixed!

1.2.1.1604

Suddenly, I can't find the thingy to mark it as fixed, but yeah, it made it out. Thanks, guys!

#14 - 11/02/2016 06:10 AM - JPLRepo

- Status changed from *Being Worked On* to *Closed*
- % Done changed from 30 to 100

Set to closed based on feedback above.

Files

SOI manual.jpg	433 KB	08/02/2016	orcaman98
SOI no cursor.jpg	162 KB	08/02/2016	orcaman98
SOI cursor over first transition.jpg	164 KB	08/02/2016	orcaman98
SOI cursor over second transition.jpg	165 KB	08/02/2016	orcaman98
SOI cursor over Mun.jpg	165 KB	08/02/2016	orcaman98