

Kerbal Space Program - Bug #9715

Orbiting artificially changing (apoapsis/periapsis)

05/11/2016 09:26 PM - rogueop

Status: Duplicate	Start date: 05/11/2016
Severity: High	% Done: 100%
Assignee:	
Category: Physics	
Target version:	
Version: 1.1.2	Language: English (US)
Platform: Windows	Mod Related: No
Expansion:	

Description

Sometimes orbits will simply keep lowering/raising without any input to the controls, and without any system of the vessel running. The is far beyond the deviation when changing attitude.

Related issues:

Is duplicate of Kerbal Space Program - Bug #9619: Orbital Decay/ Orbit change... **Closed** **04/30/2016**

History

#1 - 05/11/2016 09:50 PM - smjjames

- Status changed from New to Duplicate
- Severity changed from Critical to High
- % Done changed from 0 to 100

Known bug and is issue [#9619](#)

Gonna go clarify the subject on that one.

#2 - 05/11/2016 09:51 PM - smjjames

- Is duplicate of Bug #9619: Orbital Decay/ Orbit changes without user input added