

Kerbal Space Program - Bug #9729

orbit changing (rising and decreasing)

05/16/2016 12:48 AM - Crusoe

Status: Duplicate	Start date: 05/16/2016
Severity: High	% Done: 100%
Assignee:	
Category: Physics	
Target version:	
Version: 1.1.2	Language: English (US)
Platform: Windows	Mod Related: No
Expansion:	
Description	
<p>I was trying to set my satellites around Mun (calculated a 120 minute long orbit period at approx. 716km). I made an elliptical orbit with (80 minutes, for the 120degree shift). I had very hard time to set the first two satellites, when I realized they all are gone crazy, the periapsis and apoapsis is keep changing up and down ... oscillating or I dont know...</p> <p>All engines off, RCS thrusters off too. SAS off. (I killed all rotation first)...</p> <p>I seen a similar report about "orbit decay" maybe it's the same bug. http://bugs.kerbalspaceprogram.com/issues/9617</p> <p>I couldn't find a "reply" button there or anything to add my save file in that forum... so I just give it here maybe it helps to fix the bug...</p>	
Related issues:	
Is duplicate of Kerbal Space Program - Bug #9619: Orbital Decay/ Orbit change...	Closed 04/30/2016

History

#1 - 05/16/2016 03:10 AM - smjjames

- Status changed from New to Duplicate
- % Done changed from 0 to 100

To reply to a bugreport, just click either edit button that's on the top or bottom of the page. and yeah it's a duplicate, though you seem to have linked the wrong one.

#2 - 05/16/2016 03:12 AM - smjjames

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

#3 - 05/16/2016 12:00 PM - Crusoe

Oh yea I clicked the "next" button and i linked wrong, sorry about that:D (I thought I went back to "previous") yes its the orbital decay one I meant to link

Files

quicksave - bug.sfs	3.56 MB	05/16/2016	Crusoe
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