

Kerbal Space Program - Bug #10094

New maneuver node placed after Sol transition is horked

07/08/2016 12:27 AM - Snark

Status:	Updated	Start date:	07/08/2016
Severity:	Low	% Done:	10%
Assignee:			
Category:	Map and Planetarium		
Target version:			
Version:	1.1.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

1. I have a ship in solar orbit. It's on a trajectory that will take it on an encounter through Eve's Sol, about a quarter-orbit from now.
2. I want to place a maneuver node on the part of its solar orbit that happens **after** the Eve encounter.
3. I click on the appropriate spot and create a new maneuver node.

Expected: A new node should be created at that spot, with a remaining dV of 0.0 m/s.

Actual: It creates a new node with a remaining dV of many thousands of m/s. However, the "remaining burn" bar-graph indicator is set to the zero point.

See attached screenshot. Here's the orbit of the ship in question:

```
met = 50969697.6656416
lct = 802091.394544324
lastUT = 51771789.0601859
root = 0
lat = 2.36308568101099
lon = -69.892565416003
alt = 6667089554.51477
hgt = -1
nrm = -0.1573064,-0.865477,-0.4756097
rot = -0.4253829,0.4958527,0.5113338,-0.5583165
CoM = 0.002982716,-0.2479549,-0.001314458
stg = 0
prst = False
ref = 0
ctrl = True
cPch = -0.416
cHdg = 3.422
cMod = 0
ORBIT
{
  SMA = 8646808602.94137
  ECC = 0.29193238801884
  INC = 3.79403399092502
  LPE = 80.4740459616388
  LAN = 91.7481572762678
  MNA = 0.608289546719142
  EPH = 51771789.0601859
  REF = 0
}
```

Easily reproduced, happens pretty much any time I try to drop a maneuver node on a trajectory that happens after an Sol transition.

History

#1 - 07/17/2016 11:17 AM - TriggerAu

- Status changed from New to Updated

- % Done changed from 0 to 10

Setting updated for confirmation during cleanup

Files

maneuver.png	313 KB	07/08/2016	Snark
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