

Kerbal Space Program - Bug #10121

Can't add maneuver node to Mun intercept trajectory

07/18/2016 03:43 AM - r1chardj0n3s

<b>Status:</b>	Confirmed	<b>Start date:</b>	07/18/2016
<b>Severity:</b>	Low	<b>% Done:</b>	10%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	1.1.3	<b>Language:</b>	English (US)
<b>Platform:</b>	OSX, Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			
<b>Description</b>			
<p>Using a standard stock AeroEquus craft, I have launched to the Mun and created an intercept trajectory. I can't fine-tune the trajectory though. The interface won't let me interact with the pre-intercept trajectory at all (for creating a new maneuver <b>or</b> performing a "warp to"). I can interact with the intercept trajectory and post-intercept trajectory though. The screenshots below show this (though the mouse pointer isn't visible, sadly):</p> <p>My craft once the intercept burn is performed: <a href="http://steamcommunity.com/sharedfiles/filedetails/?id=726699720">http://steamcommunity.com/sharedfiles/filedetails/?id=726699720</a></p> <p>My mouse hovering over (anywhere along the line of) the blue pre-intercept trajectory - note no highlight over the line to indicate interaction: <a href="http://steamcommunity.com/sharedfiles/filedetails/?id=726699592">http://steamcommunity.com/sharedfiles/filedetails/?id=726699592</a></p> <p>My mouse hovering over the orange intercept trajectory - note the highlight spot, and I can interact to create a maneuver: <a href="http://steamcommunity.com/sharedfiles/filedetails/?id=726699672">http://steamcommunity.com/sharedfiles/filedetails/?id=726699672</a></p> <p>My mouse hovering over the purple post-intercept trajectory - I can highlight any spot on this line: <a href="http://steamcommunity.com/sharedfiles/filedetails/?id=726699625">http://steamcommunity.com/sharedfiles/filedetails/?id=726699625</a></p> <p>This has been reproduced on both Windows and OSX (the above shots were taken on OSX).</p>			

History

#1 - 08/23/2016 01:57 AM - ToneStack

- File KSP.log added
- File screenshot4.png added
- File screenshot3.png added
- File screenshot2.png added
- File screenshot1.png added
- File screenshot0.png added
- Status changed from New to Confirmed
- % Done changed from 0 to 10

Confirmed for

Mac OS X Store Build 1298

Logs/screenshots added

Differing observation for me; burning to get a Mun Intercept trajectory via a maneuver node then clearing the node out resulted in all aspects of the crafts orbit to be unclickable for manuever node placement and warp to

Workaround I found for most of it is to go back to space center then back to the craft via tracking station (loses ability to revert the flight later);

After the workaround I found all aspects of the orbit to be clickable for maneuver node placement, but only being allowed to warp to any point from the present crafts orbit around kerbin, all the way until the craft would exit the Muner encounter.

Files

KSP.log	214 KB	08/23/2016	ToneStack
screenshot3.png	407 KB	08/23/2016	ToneStack
screenshot2.png	407 KB	08/23/2016	ToneStack
screenshot1.png	407 KB	08/23/2016	ToneStack
screenshot0.png	414 KB	08/23/2016	ToneStack
screenshot4.png	410 KB	08/23/2016	ToneStack