

## Kerbal Space Program - Bug #1169

### Maneuver path appearing randomly on multiple view

07/31/2013 03:57 PM - marsfan

<b>Status:</b>	Closed	<b>Start date:</b>	07/31/2013
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Camera		
<b>Target version:</b>			
<b>Version:</b>	0.20.2	<b>Language:</b>	English (US)
<b>Platform:</b>	OSX	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Just as listed in the title, photos attached. I had not created any maneuver nodes at the time. I am not sure what version this is. I think it was .20

#### History

##### #1 - 08/01/2013 04:24 PM - hermes47

- Status changed from New to Closed

- % Done changed from 0 to 100

As this is happening in a modded install, Squad is unable to provide support. The bug tracker is for bugs present in pure stock installs.

##### #2 - 08/13/2013 11:09 AM - marsfan

This bug happened before that new rule was passed.

##### #3 - 08/23/2013 03:30 PM - hermes47

That rule applies to support provided through the forums. The bug tracker has always been just for bugs in stock installs as mods bring in additional code that Squad has no control over and which can affect things in often unforeseen and seemingly unrelated ways.

#### Files

screenshot17.png	497 KB	07/31/2013	marsfan
screenshot18.png	382 KB	07/31/2013	marsfan
screenshot19.png	339 KB	07/31/2013	marsfan