Kerbal Space Program - Bug #13249

Maneuver of zero causes guidance oscillation

11/17/2016 10:58 AM - boolybooly

Status:	New	**Start date:**	11/17/2016
Severity:	Low	**% Done:**	0%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.2.1	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:			

Description

If you have a maneuver node set but not adjusted it reads 0 but you can still set the guidance for the maneuver e.g. RC-001S RGU but the guidance has nowhere to point and will oscillate.

The maneuver button on guidance probably ought to be blanked if there is a very low maneuver as with the retro/pro-grade markers cutting out at very low velocity.