

Kerbal Space Program - Bug #13418

Vessel Markers at KSC Move Under Warp To Next Day

12/12/2016 11:03 PM - DefiantZombie

Status:	Closed	Start date:	12/12/2016
Severity:	Low	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.2.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Version: 1.2.2.1622 Windows Steam x64

Vessel markers don't stay where they belong when you move the camera while time warping to the next morning.

Steps:

1. Launch a vessel at KSC.
2. Ensure you have the vessel marker visible. Press the warp to next morning button.
3. While time is warping move the camera.

History

#1 - 07/03/2019 09:55 PM - Robert.Keech

- Status changed from New to Updated

- % Done changed from 0 to 10

Issue no longer occurs

#2 - 07/03/2019 09:55 PM - Robert.Keech

- Status changed from Updated to Resolved

- % Done changed from 10 to 100

#3 - 07/08/2019 04:26 PM - chris.fulton

- Status changed from Resolved to Closed