

Kerbal Space Program - Bug #1676

Can't create maneuver node. After encounter with Moho

11/03/2013 03:29 PM - Fidelacchius

Status:	Closed	Start date:	11/03/2013
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.22	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

I have had this issue for a long time now. It has finally irritated me enough to make an account on here. :D

Once i get an encounter with a body. I get the purple exit trajectory. Once this happens i can no longer click on the blue line to make a new node. No matter how much I zoom-in-out/pan around it. This seems to be random. I can always however create nodes on the purple line.

This seems to happen a bit more when i am in solar orbit and then set up my encounter.

I have no maneuver nodes on my screen btw. Already took advice from Bug [#831](#). Doesn't work

I am only using one mod. Flight Engineer

I have seen this happen in the last few versions of ksp. .20+ ish

History

#1 - 04/04/2014 11:54 PM - Obewan-kedoggee

- Status changed from New to Confirmed

- % Done changed from 0 to 10

I'm having the same problem. Intermittently. Can't set a maneuver node on the blue line. Sometimes I can set it, but only after the periapsis, never before. I can set maneuver nodes on the purple line just like Fidelacchius can. Windows 8. This doesn't occur on the outward leg of a trip, close to Kerbin, but can occur any time after I've set a course that escapes Kerbin SOI.

#2 - 04/06/2014 05:19 AM - Mayck

I have this problem too (v0.23). I also have a similiar problem which I believe is related to this. When I kill my horizontal velocity so that my ship starts falling straight down and the orbit indicator becomes (nearly) straight line, it won't let me set a maneuver node anymore - neither in the up or down direction on the estimated route (I can only guess it is because two lines are too close to each other).

#3 - 07/27/2015 06:05 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

#4 - 07/17/2016 09:36 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

#5 - 08/08/2016 12:39 PM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention