

Kerbal Space Program - Bug #1843

Maneuver Node moves on handle-click

12/02/2013 12:49 AM - mindleaving

Status:	Closed	Start date:	12/02/2013
Severity:	Low	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	0.22	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			

Description

Problem description:

After placing a maneuver node, clicking on the handles (to modify the orbit) causes the node to jump (see picture). The jump size is proportional to the time since the last modification of the node. The "Node in T:"-time is not updated on the jump and refers to the original placement. The resulting orbit and blue marker on the navball ARE updated on every jump. Delta-V is updated continuously.

Related bugs:

Bug [#800](#) (Time to maneuver node only decreases in warp time)

System setup:

Linux, Ubuntu 13.10

Installed via: Steam

Installation status: Clean install (re-install tried 1x)

Command: LC_ALL=C ~/.local/share/Steam/SteamApps/common/Kerbal\ Space\ Program/KSP.x86_64

Additional information:

- Demo works fine.
- Several ships tried with the same result.

History

#1 - 12/02/2013 08:07 AM - mindleaving

- File *saves.zip* added

Just tried to start a new game and that solved the problem.

When looking in the persistent.sfs files of both games I notice a lot of 21360000000xxx numbers. They look like they miss a decimal separator. The saves-files are attached, containing the files from the "saves" folder for both the first and second game.

#2 - 02/05/2014 07:58 AM - vexx32

I think I know what's happened here... it looks pretty familiar. The save file's universal time variable is missing its decimal separator, causing it to think that the value is extremely high (its running out of decimal places and thus accuracy goes down the drain when the game has to calculate anything to do with time).

If you go through your persistent.sfs file and change all time-related variables to 1, it will fix the issue. Mission timers and so forth will have to be reset also, though. In the Linux Compatibility Thread on the forums (Support and Bugs section), Sal_vager has a link to a previous issue thread where the fellow details exactly which save file variables he had to reset to get things working properly. It's caused by having run KSP and started a save prior to actually having first used the LC_ALL=C command to start KSP.

#3 - 11/19/2015 02:35 PM - sal_vager

- Status changed from *New* to *Resolved*

- Severity changed from *High* to *Low*

- % Done changed from *0* to *100*

No longer reproducible in build 1028.

#4 - 07/17/2016 09:18 AM - TriggerAu

- Status changed from Resolved to Closed

Files

JumpingManeuverNode.png	169 KB	12/02/2013	mindleaving
settings.cfg	19.1 KB	12/02/2013	mindleaving
saves.zip	13.3 KB	12/02/2013	mindleaving