

## Kerbal Space Program - Bug #2029

### Cannot add maneuver node after entering new sphere of influence.

01/10/2014 09:45 PM - bonkers838

<b>Status:</b> Duplicate	<b>Start date:</b> 01/10/2014
<b>Severity:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>Version:</b> 0.23	<b>Language:</b> English (US)
<b>Platform:</b> Any	<b>Mod Related:</b> No
<b>Expansion:</b>	

#### Description

This seems to be a related bug. Bug [#831](#).

I have had this happen numerous times and it appears to be repeatable. When you first enter a SOI of lets say Minmus, a new blue trajectory is outlined with an escape velocity. Also an orange trajectory is added for your path after leaving Minmus SOI. If the orange trajectory is sufficiently close to the blue trajectory you cannot add maneuver nodes to the blue trajectory, only the orange.

#### History

##### #1 - 01/10/2014 09:47 PM - bonkers838

I actually just noticed this as well. It will allow you to add a maneuver node on the blue trajectory, but only after the Periapsis. It will not allow it before it.

##### #2 - 01/10/2014 10:46 PM - TruePikachu

- Status changed from New to Duplicate

- % Done changed from 0 to 100

I'm going to take the initiative and say that this is, for all intents and purposes, a duplicate of [#831](#), being a bug in how maneuver nodes are placed and manipulated. I shall elaborate further there.

EDIT: And further examination confirms that it is a duplicate, with respect to what I think is happening.