

## Kerbal Space Program - Bug #28584

### Physics warp causes future maneuver node to increment delta-v

11/24/2021 10:50 PM - mpanichello

<b>Status:</b>	New	<b>Start date:</b>	11/24/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	1.12.2	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

#### Description

I noticed this problem after learning about physics warp and can reproduce it reliably. This breaks the game as it makes interplanetary flights almost impossible.

On a clean install, no modifications, no settings changes.

- Create a test rocket.
- Launch rocket.
- Once in space, activate physics warp with ALT + >
- Dismiss warning
- Deactivate with /
- Create maneuver node
- Change to graphical tab
- Change orbit to a future time (6 days seems sufficient to see bug)

Expected behavior: delta-v required should be 0.0 as no input as been given

Actual behavior: delta-v will continually increment by 0.1 and accrue over time

#### History

##### #1 - 02/28/2022 06:13 PM - phq

This happens to me as well. Using the new manouver tool. It isn't required to have time warp on even. It just accumulates. It resets to initial dv value once you switch view to another vessel and back.

#### Files

Maneuver Node Bug.loadmeta	378 Bytes	11/24/2021	mpanichello
Maneuver Node Bug.sfs	96.6 KB	11/24/2021	mpanichello