

Kerbal Space Program - Bug #28643

Maneuver direction when moving an asteroid is wrong.

07/03/2022 02:21 AM - niftyfingers

Status:	New	Start date:	07/03/2022
Severity:	Low	% Done:	0%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.12.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

I'm towing an asteroid. I set up a maneuver node, to be in the retrograde+normal+radialout direction. When I right click on the asteroid and click "target center of mass", every time I click "target center of mass" the blue vector that points in the direction of my burn changes. You can see the problem here <https://i.imgur.com/1btuMmE.png> where the maneuver vector has a component in the radial in direction in the bottom left of the screen of 280.798m/s , but the blue maneuver vector is (correctly, this is the direction I want) having a component of -280.798m/s in the radial in direction. Clicking "target center of mass" on the asteroid seems to toggle the navball between showing each one.

Version 1.12.3 Windows 8.1