

Kerbal Space Program - Feature #795

Maneuver retrograde marker

06/21/2013 11:40 AM - xZise

| | | | |
|------------------------|-----------------|---------------------|----|
| Status: | New | % Done: | 0% |
| Severity: | Unworthy | | |
| Assignee: | | | |
| Category: | Controls and UI | | |
| Target version: | | | |
| Platform: | Any | Mod Related: | No |
| Expansion: | | | |

Description

The maneuver marker is the only one which has only the prograde type. But the retrograde marker may help in finding the prograde marker. Sometimes you create a maneuver node and no marker is visible and you have to guess in which direction you must turn. This is the only marker where this problem occurs, as the normal and target markers show at least one of them at all times.

History

#1 - 07/10/2013 08:39 PM - APHSpace

I am sorry but you did not provide any information on how replicate it, so it cannot be confirmed or anything.

#2 - 07/11/2013 04:46 AM - xZise

This is a feature request, where is no way to replicate it or actually it is replicated instantously, because it doesn't exist.

Fabian