

## Kerbal Space Program - Bug #9452

### Manoeuvre nodes keep disappearing in the map view.

04/23/2016 08:22 PM - Wintermute

<b>Status:</b>	Needs Clarification	<b>Start date:</b>	04/23/2016
<b>Severity:</b>	High	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	1.1.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Everything was **normal**, until I have **moved** (maybe even for the first time in this career game) a manoeuvre node from somewhere around Pe to somewhere around Ap. After **deactivating** (clicking somewhere else) the node has **disappeared**. Any later attempt to set other nodes exhibits the same behaviour.

The attached screenshot shows the moment just after the node has been created. Please, note that there is no delta-V displayed near the navball. After I clicked on any empty space, that node had disappeared.

The attached KSP.log mentions the moment when the screenshot has been created (21:16:19.170). The problem appeared definitely not before 20:55:51.279, but am not sure after which exact event. In that time span I have tried to set 3 or 4 nodes (including going to EVA, going back, trying to set a node again).

The attached output\_log.txt comes from the KSP\_Data folder (surprisingly not from the KSP\_x64\_data).

That is a "Steam" version, build id = 01230, 2016.04.19 at 19:27:27 CEST, branch: master

#### History

##### #1 - 04/23/2016 08:38 PM - Wintermute

Restarting the game fixes the problem. Well.. that makes it difficult to reproduce. :( But I will keep trying.

##### #2 - 04/24/2016 01:29 PM - Daveroski

- Status changed from New to Confirmed

- % Done changed from 0 to 10

I have experienced this too. I'm on linux so it isn't platform specific.

##### #3 - 04/24/2016 02:28 PM - SidMarcus

I have found a way to consistently reproduce the problem :

- Have any craft in orbit
- Get into map mode
- Have the navball displayed (if the navball is hidden the bug doesn't happen)
- Create a maneuver node
- Pull the retrograde handle until prograde and retrograde handles get swapped

Then the delta-v marker near the navball disappears, and when clicking somewhere else the node itself disappears. Any node created after that will show no delta-v and disappear when out of focus.

##### #4 - 07/17/2016 09:47 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

#### Files

screenshot.png	729 KB	04/23/2016	Wintermute
persistent.sfs	131 KB	04/23/2016	Wintermute
output_log.txt	796 KB	04/23/2016	Wintermute

KSP.log  
settings.cfg

333 KB  
26.5 KB

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