Kerbal Space Program - Bug #10136

Cannot create new maneuver node while in Kerbol centric orbit.

07/20/2016 01:22 AM - WildLynx

Status:	New	**Start date:**	07/20/2016
Severity:	Normal	**% Done:**	0%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.1.3	**Language:**	English (US)
Platform:	Linux	**Mod Related:**	No
Expansion:			

Description

Cannot create new maneuver node while in Kerbol centric orbit, in case I kept ship active while crossing SOI.
I can add node after planet encounter (if any), but cannot find any point on the screen that spawns blue ball for node creation. Also ship does not look like it positioned precisely on blue orbit.
Bug existed in earlier versions too, but little playing with mouse usually produced the blue ball, now it definitely absent.

History

#1 - 07/20/2016 01:08 PM - WildLynx

Here is forum thread with a heap of confirmations
http://forum.kerbalspaceprogram.com/index.php?/topic/144169-maneuver-node-mid-maneuver-correction-node/

#2 - 08/13/2016 04:19 PM - diceymoo

WildLynx wrote:

> Here is forum thread with a heap of confirmations
> http://forum.kerbalspaceprogram.com/index.php?/topic/144169-maneuver-node-mid-maneuver-correction-node/

Sadly only a few of those things work for me, sometimes (like just now) nothing does though. No idea why bug #831 is marked solved, as it is this exact same thing... Really annoying when trying to get away from Kerbin.
As this bug is marked on linux, I might just add that this happens on the steam windows version too, win7 x64, i5 (4th), Nvidia 7X0 graphics to be precise.

Edit: sliding back from a later orange node (after a simulated encounter on the trajectory where the dot is available) to blue part worked for the first time (click on node, then on the inner circle and drag). hurray.