

Kerbal Space Program - Bug #13153

Maneuver Node Bug when two orbiting ships get close to each other

10/31/2016 10:14 AM - Anth12

Status: Closed	Start date: 10/31/2016
Severity: Normal	% Done: 100%
Assignee:	
Category: Gameplay	
Target version: 1.3.0	
Version: 1.2.0	Language: English (US)
Platform: Windows	Mod Related: No
Expansion:	
Description	
Steam 1.2.0.1586 64bit Clean Install. Kerbal Engineer 1.1.2: Career GOG KSP 1.2.0.1586 64bit Clean Install. No Mods: Sandbox	
Both saves were created in 1.2.0.1586	
Steam:	
<ol style="list-style-type: none">1. Playing in Career with kerbal engineer 1.1.22. Two ships in orbit close together and I changed to the other ship.3. Go to the map screen. Create a maneuver node4. The maneuver node appears but the required deltaV and the estimated time does not.	
GOG: So I tried this in Sandbox with a clean install using GOG version.	
<ol style="list-style-type: none">1. Playing in Sandbox2. Tested two ships in close orbit of Mun. Bug confirmed3. Tested two ships in close orbit of Kerbin. Bug Confirmed	
Attached files: screenshot0.png is to show the problem screenshot1.png is how it should look KSP.log GOG version output_log.txt GOG version QuickSave PreIntercept Kerbin/QuickSave PreIntercept Mun are before the ships are in range of each other but are on an intercept course QuickSave Two Ships Close Kerbin/QuickSave Two Ships Close Mun are when both ships are close together. Use these to test bug	
Related issues:	
Related to Kerbal Space Program - Bug #13005: Placing a Maneuver Node bugged ...	Closed 10/14/2016

History

#1 - 11/01/2016 08:27 PM - Nebbie

I believe I've encountered this, but just not narrowed it to the *rendezvous* being the cause. I had only noticed it after doing an EVA crew transfer or docking.

#2 - 11/02/2016 12:25 AM - EvilBroccoli

can confirm this bug, and like Nebbie i found it also related to EVAs (haven't tried docking though)

in addition to losing the d/v and time to node i also lose the navball marker i figure you just forgot to mention it

#3 - 11/04/2016 06:28 AM - Anth12

GOG KSP 1.2.1.1604 64bit Clean Install. No Mods: Sandbox

Just updated my GOG version to the latest, the issue is resolved.

This is mentioned in the ChangeLog and I quote:

"Fix Maneuver Nodes not showing dV when target changes."

#4 - 06/24/2017 11:47 PM - bewing

- Related to Bug #13005: Placing a Maneuver Node bugged after rescued Kerbal boards craft via EVA added

#5 - 06/25/2017 12:46 AM - bewing

- Status changed from New to Ready to Test

- Target version set to 1.3.0

- % Done changed from 0 to 80

#6 - 03/19/2018 06:20 PM - MechBFP

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

Confirmed this is fixed.

#7 - 03/19/2018 07:16 PM - Anth12

Completely missed this. Sorry about that.

#8 - 10/15/2018 07:04 PM - joshua.collins

- Status changed from Resolved to Closed

Files

screenshot0.png	761 KB	10/31/2016	Anth12
KSP.log	515 KB	10/31/2016	Anth12
output_log.txt	1.16 MB	10/31/2016	Anth12
QuickSave PreIntercept Kerbin.sfs	178 KB	10/31/2016	Anth12
QuickSave PreIntercept Mun.sfs	109 KB	10/31/2016	Anth12
QuickSave Two Ships Close Mun.sfs	109 KB	10/31/2016	Anth12
QuickSave Two Ships Close Kerbin.sfs	178 KB	10/31/2016	Anth12
screenshot1.png	463 KB	10/31/2016	Anth12