

## Kerbal Space Program - Feature #1456

### Improve Manuever node burntime calculation

10/10/2013 12:12 AM - BloodyRain2k

<b>Status:</b>	New	<b>% Done:</b>	0%
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Platform:</b>	Any	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Currently the way the burntime for nodes is calculated is a really awful way for various reasons:

- you have to burn your engines for a bit to make it calculate anything at all, altering your orbit and therefore changing the effect the manuever will have opposed to what it should have been
- even using only slight throttle to get a calculation will still mess up small manuevers AND give you a mostlikely wrong estimation anyways
- no matter what the estimation is, the chance that it's wrong is high, I've had some going up while doing the burn...

It'd be really nice if it could simply take the currently active engines' thrust and calculate the burntime from that, roughly estimating weightloss from fuelconsumption could be a bonus but I think even without that it should be way more accurate than what we currently have.

As another small bonus it could also show additionally the time to start the burn which is pretty much half of the total burntime before the node, so a 1 minute burn node should start 30 sec ahead of the node.

#### History

##### #1 - 10/10/2013 12:17 AM - r4m0n

- *Tracker changed from Bug to Feature*
- *Subject changed from Manuever node burntime calculated in an awful way to Improve Manuever node burntime calculation*
- *Severity changed from Normal to Low*

##### #2 - 05/23/2017 05:11 PM - HebaruSan

Still happens on 1.2.9. Affects every user (unless they get really lucky). Makes the game look unfinished. There's a mod to address this. Would be really nice to see it fixed in stock.