

## Kerbal Space Program - Bug #15581

### partially complete maneuver nodes reset if a target is set.

07/01/2017 04:12 AM - Starwaster

<b>Status:</b>	Confirmed	<b>Start date:</b>	07/01/2017
<b>Severity:</b>	Low	<b>% Done:</b>	10%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	1.3.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Partially complete maneuver nodes reset if a target is set.

Example:

1. Create a 500 m/s maneuver node. (262m/s prograde in this example)
2. At the maneuver node, point prograde and burn for half the node. (in this example I do 137m/s burn)
3. Target something on the map (a lander in this example)
4. The maneuver node will reset to 262 m/s

I set category at UI... but it's not really UI because the maneuver node is can be seen to be affected programatically, such as by autopilots trying to execute the node...

#### History

#1 - 07/01/2017 05:28 AM - bewing

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#### Files

screenshot92.png	897 KB	07/01/2017	Starwaster
screenshot93.png	354 KB	07/01/2017	Starwaster
screenshot94.png	359 KB	07/01/2017	Starwaster