

## Kerbal Space Program - Bug #17761

### PS4 simplified controls - maneuver nodes move very slowly one long orbits

03/03/2018 10:42 PM - Saintd1970

<b>Status:</b>	New	<b>Start date:</b>	03/03/2018
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	PS4 - Enhanced Edition 2018-02-22	<b>Language:</b>	English (US)
<b>Platform:</b>	PS4	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

The function that allows moving nodes along the orbit doesn't work well with long orbits.

#### Steps to reproduce

- 1 get a ship in orbit around Kerbin
- 2 elongate the orbit to reach to about the orbit of Minmus
- 3 use the triangle button in map mode to start a new maneuver node
- 4 move the node to around the orbit

#### Expected result:

It's easy to get nodes anyplace on the orbit

#### Actual result:

The nodes move at a constant rate which is too slow to be useful.

Video url:[https://m.youtube.com/watch?v=irqzeY\\_UzVU](https://m.youtube.com/watch?v=irqzeY_UzVU)