

Kerbal Space Program - Bug #18103

Mission Editor orbit parameters node doesn't update display of parameters on the node when they're changed

03/17/2018 08:50 PM - Nebbie

Status:	Closed	Start date:	03/17/2018
Severity:	Low	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:	1.4.3		
Version:	1.4.1	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:	Making History		

Description

Not all that important as you can just save and reopen the mission, but can interfere with looking over a mission while working on it.

History

#1 - 03/27/2018 02:27 PM - Squelch

- Status changed from New to Being Worked On
- % Done changed from 0 to 30

#2 - 03/29/2018 10:05 AM - Squelch

- Status changed from Being Worked On to Ready to Test
- Target version set to 1.4.2
- % Done changed from 30 to 80

#3 - 03/29/2018 06:23 PM - Nebbie

- Status changed from Ready to Test to Not Fixed
- % Done changed from 80 to 50

Still happening in 1.4.2. To be very specific, it updates the display of the parameters tests when you change anything below Node Connections Order *except* the actual values for those parameters (both via the sliders and typing them in).

#4 - 04/26/2018 10:28 PM - Squelch

- Status changed from Not Fixed to Ready to Test
- Target version changed from 1.4.2 to 1.4.3
- % Done changed from 50 to 80

The orbit parameters should now update on the node when changed in the SAP.

#5 - 05/05/2018 07:03 PM - Nebbie

- Status changed from Ready to Test to Resolved
- % Done changed from 80 to 100

Confirmed working in 1.4.3.

#6 - 10/15/2018 07:02 PM - joshua.collins

- Status changed from Resolved to Closed