

Kerbal Space Program - Bug #19078

Active navigation marker stays in NAV ball when no longer available

05/26/2018 05:21 AM - jclovis3

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|------------------------|-----------------|---------------------|--------------|
| Status: | New | Start date: | 05/26/2018 |
| Severity: | Low | % Done: | 0% |
| Assignee: | | | |
| Category: | Controls and UI | | |
| Target version: | | | |
| Version: | 1.4.3 | Language: | English (US) |
| Platform: | Windows | Mod Related: | No |
| Expansion: | Core Game | | |

Description

I think this has been an issue for some time, but it's rather buggy if you ask me. The Go-to node creates this green NAV marker on the map view and you can right-click on it and activate it as your next marker. This is the case in the Core game when you get multiple sites to run surveys in a general area. The marker is removed from the map when you reach it, leaving you no way to deactivate it and remove it from your NAV ball. If you don't go to the marker, then it is on the map and you can deactivate it.

So simply put, make the Nav Marker inactive once it is removed from the map so it doesn't appear in the NAV ball anymore.

Files

Active nav marker gone but still active in nav ball.png

579 KB

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