Kerbal Space Program - Bug #19080

Reload changes targeting mode when target enabled

05/26/2018 05:40 AM - jclovis3

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

If you have a target selected and have the NAV ball tracking orbit or Surface, and reload from a quick save using F9, the NAV Ball switches to Target, which can mess up your SAS if it was locked on to Prograde or Retrograde. Upon reload, you see the ball is set to the same mode you left it when you saved, but quickly changes on you.

I noticed this during a Mission test but I believe it would have been carried over from the Core Game.