Kerbal Space Program - Bug #20774

Warp to Next Maneuver not stopping before maneuver

12/31/2018 05:49 AM - Nebbie

Status:	New		**Start date:**	12/31/2018
Severity:	Low		**% Done:**	0%
Assignee:				
Category:	Controls and UI			
Target version:				
Version:	1.6.0		**Language:**	English (US)
Platform:	Linux		**Mod Related:**	No
Expansion:	Core Game			

Description

It's happened multiple times now, and I'm not too sure what causes it. I've attached a quicksave where it has happened twice now (when warping to before the second maneuver, after performing the first with a low engine thrust limiter to not overshoot the rather delicate maneuver).

History

#1 - 01/01/2019 07:45 AM - Anth12

Windows 10
Steam KSP 1.6.0 MH 1.6.0

According to my testing of your save, the first node has been set to 'next orbit' 6 times, so its going to go past the node quite a few times before stopping.

1. I timewarped for over 3 hours until just before
2. Hitting the node where ksp automatically took me out of timewarp at the correct time
3. Executed the first burn
4. Got to the second node via time warp which ksp took me out of time warp automatically followed by
5. The second burn and then
6. Made a few minor adjustments to the orbit and completed the contract.

I use Windows 10

Did you set 'next orbit' at all? If not I recommend someone else test it in linux...or is there some way you could be accidently setting next orbit?

Files

quicksave.loadmeta	379 Bytes	12/31/2018	Nebbie
quicksave.sfs	310 KB	12/31/2018	Nebbie