

Kerbal Space Program - Bug #20981

Lag when changing manoeuvre node

01/18/2019 01:16 PM - captainjenson

Status:	Need More Info	Start date:	01/18/2019
Severity:	Low	% Done:	0%
Assignee:	Robert.Keech		
Category:	Map and Planetarium		
Target version:			
Version:	1.6.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

I get a large amount of lag when I change a manoeuvre node, and the orbit intersects with a body. This happens every time and doesn't allow fine tuning.

Only noticed this since upgrading to 1.6 & after.

History

- #1 - 11/06/2019 03:45 PM - Robert.Keech
- Status changed from New to Need More Info
 - Assignee set to Robert.Keech

Unable to reproduce, could you provide a save game where the issue is occurring.