

Kerbal Space Program - Feedback #21006

"Warp to maneuver" button on navball maneuver indicator.

01/21/2019 03:30 AM - 5thHorseman

Status:	Closed		
Severity:	Low		
Assignee:			
Category:	Controls and UI		
Target version:	1.7.0		
Version:	1.8.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

For times when I'm not in map mode, or can't easily see/determine what part of the orbit is after the maneuver node but still in the correct SOI, I'd love a "warp to" button on the navball itself. I suggest putting it on the dV indicator, as in the attached (and poorly made) mockup.

History

#1 - 01/21/2019 03:31 AM - 5thHorseman

- Tracker changed from Bug to Feedback

#2 - 03/16/2019 11:27 PM - Anonymous

Why not simply make **all** time-warps stop before the next maneuver of the active craft ?

#3 - 04/11/2019 09:33 PM - chris.fulton

- Status changed from New to Confirmed

#4 - 04/11/2019 09:33 PM - chris.fulton

- Status changed from Confirmed to Ready to Test

- Target version set to 1.7.0

Setting this to RTT, user now have the ability to Warp to Maneuver on the maneuver node UI.

#5 - 04/12/2019 04:00 PM - klesh

chris.fulton wrote:

Setting this to RTT, user now have the ability to Warp to Maneuver on the maneuver node UI.

I just had a test and indeed there now is a "Warp to maneuver" button on the maneuver node UI. However, I'll let 5thHorseman set to resolved as his original feedback mentioned "for times when I am not in map mode" and from what I can tell this newly added Warp to Maneuver button is only available on the maneuver node UI in map mode.

#6 - 04/12/2019 06:26 PM - Anth12

I took a look at this.

I like it,

But when I was in Kerbins SOI and had 7 days to get to the next node it wasnt timewarping at full speed which I would have wanted.

It would be nice to not have to have the node selected to get this to work.

#7 - 04/20/2019 11:43 PM - 5thHorseman

I cannot confirm this is implemented as requested, though I do like the implementation that is there from a design standpoint.

As @Klesh mentioned, I wanted this for all screens, and in particular the flight screen. Just allowing the maneuver node ui on the flight screen would do it, I think, though I'm not sure the utility of that interface without the map to see how your predicted orbit line would change.

#8 - 04/20/2019 11:43 PM - 5thHorseman

- Status changed from Ready to Test to Not Fixed

#10 - 10/30/2019 07:47 PM - nestor

- Status changed from Not Fixed to Ready to Test

- Version changed from 1.6.1 to 1.8.0

#11 - 01/08/2020 12:26 AM - 5thHorseman

- Status changed from Ready to Test to Resolved

The new feature works exactly as requested. Thank you!

This may be closed.

#12 - 01/18/2020 02:45 AM - chris.fulton

- Status changed from Resolved to Closed

Files

warpto.jpg

95.9 KB

01/21/2019

5thHorseman