

Kerbal Space Program - Bug #21613

Timewarp weirdness

03/17/2019 05:18 AM - zwoiri

Status:	New	Start date:	03/16/2019
Severity:	Low	% Done:	0%
Assignee:			
Category:	Map and Planetarium		
Target version:			
Version:	PS4 - Enhanced Edition 2018-07-19	Language:	English (US)
Platform:	PS4	Mod Related:	No
Expansion:	Core Game		

Description

I have set up an asteroid intercept 13d out on an elliptic orbit. I place a maneuver node in the apoapsis and time warp to it in maneuver mode, the orbit changes drastically and the maneuver node ends up shifted close to the periapsis (and the intercept isn't feasible anymore). So I reload a save and try time warping in the tracking station instead. I warp to where I want to start burning, leave warp mode and select "fly" for the vessel. But in the vessels map mode I find it is back where I started warping in the tracking station.