Kerbal Space Program - Bug #22242

Maneuver settings lost/destroyed during burn.

05/13/2019 08:42 PM - Kasuha

Status:	Confirmed	**Start date:**	05/13/2019
Severity:	Low	**% Done:**	10%
Assignee:	Robert.Keech		
Category:	Map and Planetarium		
Target version:			
Version:	1.7.0	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:	Core Game, Making History		

Description

Reproduction steps:

0/ load attached quicksave. Switch to Map view. Notice the ship is ready for burn towards Mun with 14 km Mun periapsis. Remove the second maneuver (0 m/s), notice the trajectory and periapsis remains unchanged.

1/ load attached quicksave. Switch to Map view. Perform about 400 m/s of the burn. Click on second maneuver in the Map view. Notice the projected trajectory and target periapsis immediately changed.
Expected behavior: selecting or manipulation of further maneuvers mid-burn should not affect projected trajectory of the first burn.

2/ load attached quicksave. Switch to Map view. Perform about 400 m/s of the burn. Quicksave and quickload. Switch to Map view. Notice the projected trajectory and target periapsis have changed.
Expected behavior: quicksave/quickload in the middle of the burn should not affect maneuvers.

3/ load attached quicksave. Switch to Map view. Perform about 400 m/s of the burn. Click on Mun, select it as target. Notice the projected trajectory and target periapsis have changed.
Expected behavior: selecting and deselecting targets mid burn should not affect maneuvers and projected trajectory.

History

#2 - 03/13/2020 03:08 PM - Robert.Keech

- Status changed from New to Confirmed

- Assignee set to Robert.Keech

- % Done changed from 0 to 10

Files

maneuver destruction.sfs	808 KB	05/13/2019	Kasuha