

## Kerbal Space Program - Bug #22242

### Maneuver settings lost/destroyed during burn.

05/13/2019 08:42 PM - Kasuha

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