Kerbal Space Program - Bug #24222

Some handles inverted on Maneuver Mode GMU

10/28/2019 09:43 AM - realkerbal3x

Status:	Resolved		**Start date:**	10/28/2019
Severity:	Low		**% Done:**	100%
Assignee:	victorr			
Category:	Controls and UI			
Target version:	1.12.0			
Version:	1.8.0		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:	Core Game			

Description

Description: On the Maneuver Mode Graphical Maneuver Editor, the retrograde, anti-normal and radial-in handles are inverted.

Steps to Replicate:
1. Cheat a vessel into orbit.
2. Create a maneuver node.
3. On the Maneuver Mode window that appears, go to the Graphical Maneuver Editor tab.
4. Attempt to add retrograde dV using the retrograde handle.

Expected result: Retrograde dV is added to the node.

Observed result: Prograde dV is added to the node.

Workaround: Pull the inverted handles backwards to add dV in the correct direction.

History

#1 - 10/29/2019 09:34 PM - victorr

- Status changed from New to Confirmed

- Assignee set to victorr

- % Done changed from 0 to 10

#3 - 11/22/2019 11:32 AM - Kirk

I had this occur to me as well, but so far only in one specific case. In my case, I was adjusting a maneuver node of a ship in Mun orbit, that would transfer it into Minmus orbit. Any handle I pulled outwards added dV.

#4 - 06/24/2021 10:52 PM - victorr

- Status changed from Confirmed to Ready to Test

- Target version set to 1.12.0

- % Done changed from 10 to 80

We have made some changes in this last 1.12.0 release and would like some feedback on this issue. Thanks.

#5 - 08/06/2021 08:19 PM - Technicalfool

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

This appears to be fixed in the latest version. Please continue to report any related bugs though!