

Kerbal Space Program - Bug #24365

Intercept location/separation not updating properly

11/12/2019 04:44 AM - wasml

Status:	New	Start date:	11/12/2019
Severity:	Low	% Done:	0%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.8.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

Intercept location and separation are not updating when a burn is executed after maneuver node creation but before reaching the maneuver node

Steps to replicate:

- 1) Put (cheat or launch) a vessel into a 100Km (Kerbin) orbit
- 2) Put a second vessel into a 200Km orbit
- 3) Setup a maneuver node an hour or more in the future for the 100Km vessel to intercept the 200Km vessel and note the location/separation
- 4) Go into flight mode and do a small burn (100 Dv should be sufficient)
- 5) Go back to map mode and note the intercept location and separation haven't changed
- 6) Tweak the maneuver node a tiny bit and then put it back (Graphical maneuver editor is good for this) and note the maneuver node location and separation have updated to account for the post maneuver node creation burn

Expected behavior: The intercept location and separation would be updated on return to map mode

Observed behavior: The intercept location and separation don't update until the maneuver node is manipulated

Fresh install - no mods