Kerbal Space Program - Bug #24663

Entering the exact time of a maneuver node in the UT text box moves the node around the proposed maneuver instead around the current orbit.

01/19/2020 07:51 AM - Anth12

Status:	Resolved		**Start date:**	01/19/2020
Severity:	Low		**% Done:**	100%
Assignee:				
Category:	Controls and UI			
Target version:	1.10.0			
Version:	1.8.1		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:	Core Game			

Description

KSP 1.8.1 (No Mods)

How to replicate:

1. Load 'Movement Node Bug Quicksave.sfs'
2. Go to Map Mode
3. Click on node to open maneuver node tab at the bottom left
4. Change UT from the clock (Y D H M S is broken) to S (seconds)
5. Enter 3000

Before.png and After.png will show what happens.

Work Around:
Go to the gizmo and move the node around with the right and left arrow

History

#1 - 03/05/2020 07:09 PM - Sidney.Christian

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#3 - 07/06/2020 03:15 PM - victorr

- Status changed from Confirmed to Ready to Test

- Target version set to 1.10.0

- % Done changed from 10 to 80

We've made some changes in this latest version and would like some feedback on this issue.

#4 - 07/08/2020 07:42 AM - Anth12

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

Retested in 1.8.1 and then 1.10.0

Resolved

Files

Movement Node Bug Quicksave.sfs	46 KB	01/19/2020		Anth12
Before.png	1.76 MB	01/19/2020		Anth12
After.png	1.76 MB	01/19/2020		Anth12