

Kerbal Space Program - Bug #24840

KSP 1.9 broke the ability to edit a second maneuver node with GUI 'knobs'.

02/12/2020 10:21 PM - Dunbaratu

Status:	Closed	Start date:	02/12/2020
Severity:	Low	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:	1.9.1		
Version:	1.9.0	Language:	English (US)
Platform:	Linux, OSX, Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

Prior to KSP 1.9, I was able to do the following. Now I cannot in KSP 1.9:

Step 1 - Add a maneuver node at some future spot of your orbit. It doesn't matter what the maneuver node is as long as it's something nonzero. Something basic like +10 dV retrograde will do.

<Do NOT execute the maneuver yet. Just leave it in your future.>

Step 2 - Add a second maneuver node at some point farther in the future, along the brown dotted line that represents the orbit you will have after the maneuver node from step 1.

Step 3 - Try to alter that second maneuver node in any way using the GUI draggable knobs: the prograde, retrograde, normal, anti-normal, radial-in, or radial-out knobs. Prior to KSP 1.9, you could. Now in KSP 1.9, you can't. The second maneuver node is stuck as dV=0 and can't be changed through the GUI.

<Note that you **can** change the second maneuver node through the type-in fields in the lower-left of the screen, just not by pulling the maneuver node's knobs.>

History

#3 - 02/13/2020 01:18 PM - just_jim

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#4 - 02/13/2020 01:19 PM - just_jim

- Assignee set to just_jim

#5 - 02/14/2020 08:50 PM - AHHans

- Platform Linux added

#6 - 02/16/2020 04:09 AM - roboliver1011

Not only can Manuever 2 node not be edited with the GUI knobs, it cannot have its timing changed by dragging it along the orbit path. Once you place the node, its timing is fixed.

#7 - 02/19/2020 03:45 AM - niftyfingers

I'm getting the same problem. Dragging the GUI knobs does nothing for me in 1.9, and the maneuver node can't be dragged along.

#8 - 02/19/2020 05:32 PM - willfrancis3

- Platform deleted (Linux)

#9 - 02/19/2020 05:32 PM - willfrancis3

- Platform Linux added

#10 - 02/19/2020 05:33 PM - willfrancis3

Same here. Very frustrating. May put it down until fixed.

#11 - 02/20/2020 01:52 AM - atcdev

- Platform OSX added

- Expansion Breaking Ground, Making History added

Same issue on MacOS with stock KSP + standard expansions.

#12 - 02/21/2020 01:32 AM - atcdev

One further update on this. It is happening for me in 100% of cases. I'm sure everyone says this but it's a truly frustrating bug.

#13 - 02/21/2020 07:13 AM - niftyfingers

atcdev wrote:

One further update on this. It is happening for me in 100% of cases. I'm sure everyone says this but it's a truly frustrating bug.

Agreed

#14 - 02/27/2020 12:21 PM - boolybooly

While you are fixing this bug I would like to draw your attention to the problem with planetary encounters not being predicted reliably because it is probably related to the node code and is really getting shockingly bad now and deserves priority attention. :)

https://bugs.kerbalspaceprogram.com/issues/24415?next_issue_id=24412&prev_issue_id=24416

#15 - 02/27/2020 11:44 PM - Dunbaratu

I just got the KSP 1.9.1 patch downloaded and tried this. It looks like it is fixed. Editing the second (and third, etc) manuever node now works properly.

I'd change the status to "resolved" but it isn't under my control to do so yet, as it hasn't been set to "ready to test" by SQUAD as I type this.

#16 - 02/28/2020 03:57 PM - victorr

- Status changed from Confirmed to Ready to Test

- Assignee deleted (just_jim)

- Target version set to 1.9.1

- % Done changed from 10 to 80

We've made some changes in the latest build and would like some input on this issue please. Thanks.

#17 - 02/28/2020 07:55 PM - Neilski

victorr wrote:

We've made some changes in the latest build and would like some input on this issue please. Thanks.

Yes, it's fixed now in 1.9.1.

#18 - 02/28/2020 07:56 PM - Neilski

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

#19 - 03/13/2020 11:37 PM - chris.fulton

- Status changed from Resolved to Closed

Files

screenshot8.png	1.83 MB	02/12/2020	Dunbaratu
screenshot9.png	1.86 MB	02/12/2020	Dunbaratu
screenshot10.png	1.86 MB	02/12/2020	Dunbaratu

screenshot11.png	1.86 MB	02/12/2020	Dunbaratu
screenshot12.png	1.86 MB	02/12/2020	Dunbaratu
screenshot14.png	2.03 MB	02/12/2020	Dunbaratu