Kerbal Space Program - Bug #24864

Strange Manoeuver node glitch

02/15/2020 05:36 PM - Dingbat1967

Status:	New		**Start date:**	02/15/2020
Severity:	Low		**% Done:**	0%
Assignee:				
Category:	Camera			
Target version:				
Version:	1.9.0		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:	Breaking Ground, Core Game, Making History			

Description

I was trying out 1.9 today and got a strange manoeuver node glitch whereas:
1) I tried placing a node at AP and the location I had to click on wasn't touching the visible orbital path (slight offset)
2) When I did create the node, even though PE was 10km above mun surface, it was visibly still showing inside the parent object

Interestingly enough, I haven't been able to reproduce it. I think this may happen if you change your video quality (ie: higher res textures) without restarting the game.
After I restarted the game, things behaved normally.. Maybe force a game restart on major texture changes?