

Kerbal Space Program - Bug #25151

Maneuver nodes not completely locked when no probe control

04/11/2020 10:34 AM - MisterDoctor

Status:	Confirmed	Start date:	04/11/2020
Severity:	Low	% Done:	10%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.9.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

I'm playing with "Require Signal For Probe Control" turned on. I have expansions but no mods.

Actual Behaviour: If a probe loses contact and you have a maneuver node, the maneuver node is not completely locked. It keeps trying to revert to the red X and -/+ orbit buttons, but when you first activate it, it's in the vector manipulation mode. When it's in the vector manipulation mode, if you manipulate one of the vectors, it will immediately start reverting to the X/-/+ mode, but during the ~0.5 second animation it will actually modify the maneuver a little bit.

Expected Behaviour: Depending on design intent, either editing the maneuver should be completely locked and uneditable (the vector manipulation mode should not be able to appear), or the maneuver node should not keep trying to revert to the X/-/+ mode.

I also notice that I am able to modify the maneuver using the text boxes, but the graphical modification tab is unavailable. Similar to the node, depending on design intent, either the text boxes should be disabled or the graphical tab should be available.

History

#2 - 05/29/2020 03:55 PM - Robert.Keech

- Status changed from New to Confirmed

- % Done changed from 0 to 10