

Kerbal Space Program - Bug #25158

Ejection Angle range on the Maneuver Mode is incorrect. it should be 0 to 359 when it isnt

04/14/2020 01:14 AM - Anth12

Status:	Confirmed	Start date:	04/14/2020
Severity:	Low	% Done:	10%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.9.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

First Screenshot is how it is currently:

It is currently 0 to 180 + -180 to 0

Second Screen shot is how it should be:

It should be 0 to 359 in line with <https://alexmoon.github.io/ksp/> (or the mod) and KER, unless I am missing something?

History

#1 - 04/14/2020 02:33 AM - Anth12

- Subject changed from Ejection Angle on the Maneuver Mode is incorrect. to Ejection Angle range on the Maneuver Mode is incorrect. it should be 0 to 359 when it isnt

#2 - 07/19/2020 08:15 PM - Anonymous

- Status changed from New to Confirmed

- % Done changed from 0 to 10

I am confirming.

The alexmoon planner linked above, and the TransferWindowPlanner mod, use an abbreviated expression that means "Burn 130° before your orbit crosses the prograde direction of the starting planet's orbit" to get to an outer-planet destination, "Burn 150° before your orbit crosses the retrograde direction of the starting planet's orbit" to get to an inner planet.

So the planning tools express the full circle of possible ejection-burn locations as [0°--180°, 0°--180°] where half the circle is measured relative to the retrograde direction of the starting planet. That format, "150° to retrograde," would be the ideal display on the maneuver tool.

If the maneuver tool shows [0°--360°] we can just add/subtract 180° for inner-planet burns, and this a common operation for pilots and navigators. The current display of [-180°--180°] is much more awkward.

Files

Incorrect.png	1.56 MB	04/14/2020	Anth12
Correct.png	1.59 MB	04/14/2020	Anth12