

Kerbal Space Program - Bug #25160

Maneuver Mode: Phase Angle Mouse over text reporting current vessel and/or the current target incorrectly

04/14/2020 12:47 PM - Anth12

Status:	Confirmed	Start date:	04/15/2020
Severity:	Low	% Done:	10%
Assignee:	Robert.Keech		
Category:	Text		
Target version:			
Version:	1.9.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

1. Target isn't changing
2. Current vessel is reported as "Node Ejection Bug"
3. If Target is another vessel then it is reported as "Node Ejection Bug"

How to reproduce:

1. Set Orbit a craft into orbit of a planet or moon
2. Check the text and it will be set to the first target
3. Unselect planet or moon, and/or change to another planet, moon, or craft and it stays the same as the original one

Work Around:

Reload scene from Tracking Station or Quicksaving and Quickloading

History

#1 - 04/14/2020 12:48 PM - Anth12

- File deleted (Text Bug.png)

#2 - 04/14/2020 12:48 PM - Anth12

- File Text Bug.png added

#3 - 06/04/2020 03:16 PM - Robert.Keech

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#5 - 06/04/2020 03:43 PM - Technicalfool

- File screenshot24.png added

I can't seem to reproduce the "Node Ejection Bug" text, but I have reproduced the incorrect target text.

#6 - 06/04/2020 03:46 PM - Robert.Keech

- Assignee set to Robert.Keech

#7 - 06/04/2020 07:06 PM - Anth12

Technical Fool:

Retested:

Sorry. Yeah ignore the "Node Ejection Bug" Surely that was my craft name. (feel like an idiot)

Additional Information:

Seems that the text **doesn't change** if the target is changed from **Planet to Planet** or **Craft to Craft** BUT **does change** if target is changed from **Planet to Craft** or **Craft to Planet**.

Files

Text Bug.png	1.81 MB	04/14/2020	Anth12
screenshot24.png	2.06 MB	06/04/2020	Technicalfool