

Kerbal Space Program - Feedback #25511

Navigation Markers Should be Enabled on Both Sides Of Navball

06/02/2020 11:45 PM - illectro

Status:	New		
Severity:	Low		
Assignee:			
Category:	UI		
Target version:			
Version:	1.9.1	Language:	English (US)
Platform:	Linux, OSX, PS4, Windows, XboxOne	Mod Related:	No
Expansion:	Core Game		

Description

Any mission which requires landing near a target from orbit is much harder than it needs to be because the navigation marker will not be visible in the navball while you're thrusting away from the target. By default targeted navigation markers are only visible when the craft is facing towards the target, it's possible to change this by modifying a largely undocumented configuration setting in a configuration file.

I strongly believe that this should be enabled by default.

Players handle the targeted vessel marker showing forward and reverse markers without getting confused.

History

#1 - 06/02/2020 11:45 PM - illectro

- Tracker changed from Bug to Feedback

- Start date deleted (06/02/2020)

#3 - 06/07/2020 01:25 AM - Anonymous

That configuration setting is "SurveyNavigationGhosting = True" in 'Contracts.cfg'

This existing setting gives a low-contrast version of the marker as if seen *through* the navball. So it moves in the opposite direction from the anti-target symbol we get when targeting another craft (because the craft's anti-target symbol is visible on the front of the navball). To back straight toward the contract goal, you don't put the retrograde symbol on top of the ghosted navigation marker, but put retrograde symmetrically opposite the ghosted marker.

I guess an alternate implementation would also satisfy the suggestion: put a copy of the contract's navigational marker, with some anti-target decoration, on the *front* of the navball, so the two contract markers act analogously to target and anti-target for a craft.