

Kerbal Space Program - Bug #25750

Maneuver Mode UT time starts from Year 0 Day 0 when it should start from Year 1 Day 1.

07/09/2020 11:00 AM - Anth12

Status: Confirmed	Start date: 07/09/2020
Severity: Low	% Done: 10%
Assignee:	
Category: Controls and UI	
Target version:	
Version: 1.10.0	Language: English (US)
Platform: Windows	Mod Related: No
Expansion: Core Game	
Description	
As per the screenshot: The game counts Year 1 Day 1 which is accurate The Maneuver Mode node thinks that this is Year 0 Day 0 which isn't accurate. The universe starts from Year 1 (how can the universe start from Year 0? doesnt exist) A launched craft (or baby) starts from zero seconds and adds up to its first year. At least thats how I see it.	
Related issues:	
Related to Kerbal Space Program - Bug #24662: UT time in the maneuver node ta...	Not Fixed 01/19/2020

History

#1 - 07/09/2020 08:43 PM - Anonymous

- Status changed from New to Confirmed
- % Done changed from 0 to 10

Confirming.

I mentioned this at the bottom of this post <https://forum.kerbalspaceprogram.com/index.php?topic/183899-on-the-maneuver-panel-in-17/> with some usability suggestions for this new panel, but then I forgot entirely about it and became confused by it.

#2 - 08/20/2020 11:00 PM - victorr

- Related to Bug #24662: UT time in the maneuver node tab doesnt work correctly under the Year:Day:Hour:Minutes:Second entry option (clock icon) added

Files

screenshot5.png	1.99 MB	07/09/2020	Anth12
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