

Kerbal Space Program - Bug #25797

Map Mode Unresponsive on Selecting Maneuvering Node in a Second Encounter

07/17/2020 11:17 AM - majikian

| | | | |
|------------------------|---------------------|---------------------|--------------|
| Status: | New | Start date: | 07/17/2020 |
| Severity: | Low | % Done: | 0% |
| Assignee: | | | |
| Category: | Map and Planetarium | | |
| Target version: | | | |
| Version: | 1.10.0 | Language: | English (US) |
| Platform: | Windows | Mod Related: | No |
| Expansion: | Core Game | | |

Description

When using Mun as a slingshot to Minmus, after placing a maneuvering node at Minmus as the second encounter, upon returning to Space Center and returning to the craft, any attempt to interact with the maneuvering node again causes Map Mode to be unresponsive to any user actions, including mouse and keyboard shortcuts, but the game continues to run.

History

#1 - 07/17/2020 11:22 AM - majikian

- File *Inkedscreenshot1_LI.jpg* added

Files

| | | | |
|-------------------------|--------|------------|----------|
| Inkedscreenshot1_LI.jpg | 1.9 MB | 07/17/2020 | majikian |
|-------------------------|--------|------------|----------|