

Kerbal Space Program - Bug #28373

Manuever Alarm Timer STOPS when switching vessels

07/30/2021 05:00 PM - ShadowZone

Status:	New	Start date:	07/30/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.12.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

I created an alarm for a vehicle for its next maneuver node. Then I switched to a different vessel. The timer stopped. Switched back to the vessel with the planned maneuver and the timer started again.

See video for demonstration:

History

#1 - 07/30/2021 05:02 PM - ShadowZone

Forgot to add the video link:

<https://youtu.be/jygyJ-aKtKo>

Tried to upload the save file but I get "request entity too large" error (it is 16 megabyte).

Files

KSP_2021-07-30.log	537 KB	07/30/2021	ShadowZone
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