

## Kerbal Space Program - Feature #5095

### Ap/Pe visibility in map mode

06/01/2015 03:47 AM - Talib

<b>Status:</b>	New	<b>% Done:</b>	0%
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Platform:</b>	Any	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

back in 0.24 there existed a ~~bug~~ feature: click on pe/ap nodes toggled sticky details. This was pretty useful to fine tune course corections while aiming for another moon/planet.  
You know the workflow picture? I really miss this, because i get used to be able to see exact pe in next soi while fire my engine. Now i have to guess, or adjust mouse to keep hovering the pe node. This was very useful for approaching another ship too.

#### History

##### #1 - 06/01/2015 12:04 PM - Kasuha

It still works, it's just sometimes annoyingly tricky to achieve. You click on Ap/Pe and its values stay displayed. You just need to avoid clicking on other things nearby, particularly clicking on the orbit line because that will pop up a menu and in most cases that menu will block the highlight of the Ap/Pe marker.

I wish such highlight was possible for other markers, especially closest approach or An/Dn.

##### #2 - 06/01/2015 04:11 PM - Talib

"closest approach" is what i meant. thanks for your advice

##### #3 - 06/08/2015 02:28 PM - Kasuha

I don't think anything but Ap/Pe was ever highlightable but it would be very useful if other markers were too.