Kerbal Space Program - Bug #7116

Maneuver nodes are hard to select on highly parabolic trajectories

02/28/2016 01:19 AM - sgtnoodle

Status:	Needs Clarification		**Start date:**	02/28/2016
Severity:	Low		**% Done:**	0%
Assignee:				
Category:	Controls and UI			
Target version:				
Version:	1.0.5		**Language:**	English (US)
Platform:	Linux		**Mod Related:**	No
Expansion:				

Description

When on a collision course to the mun, for example, it is nearly impossible to click on the trajectory in the map view in order to create a maneuver node. Even when I'm able to create a node, it behaves glitchy as if there is "gimbal lock" and I can't usefully compute a burn.

History

#1 - 02/28/2016 01:49 PM - Kasuha

I believe you meant hyperbolic rather then parabolic.

Looks similar to [#1736](#) to me and in last devnote it was mentioned this should be fixed in 1.1:

http://kerbaldevteam.tumblr.com/post/139876852734/devnote-wednesday-tuesday-edition

#2 - 07/17/2016 09:44 AM - TriggerAu

- Status changed from New to Needs Clarification