

Kerbal Space Program - Bug #9597

Jumping Hyperbolic Maneuver Node

04/29/2016 05:04 PM - Pluto239

Status:	Closed	Start date:	04/29/2016
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.1.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

After creating a maneuver node on a hyperbolic orbit, grabbing and attempting to drag the node to a new position along the orbital tract causes the node to instantly jump in the direction of the "<Body> Escape" position (typically an hour or 2 hours further down the trajectory path), and become locked to that relative position while dragging. This appears to have something to do with mouse-position-offsets and "right-clickable"-persistent-text-producing-orbit-tab-objects like the "Periapsis", "Apoapsis", "Acending Node", ect tabs.

Steps to Reproduce:

Launch from Kerbin

Establish a hyperbolic flyby of Minimus or the Mun (also seems to work for other planets, e.g. Duna)

You may focus your view on the body of interest, or not, the bug can be created either way.

Create a new maneuver node on top of (or nearby to) the "Periapsis" tab for the body you are flying by.

Click-and-drag the central ring of the maneuver node (should allow you to re-position the node).

Observe the maneuver node "Jump" further down the trajectory path.

Continuing the "click-and-dragging" action on the node *will* still move the node; however, the node is offset by a significant amount and it becomes difficult to position it near the center of the screen, as the mouse cursor will be stopped by the side of the screen.

Workaround:

If instead of creating the maneuver node near the "Periapsis" tab, you create the node near the entry-point to the hyperbolic flyby.

You can click and drag the maneuver node as normal. However, right-clicking **off** of the node (so that it collapses down into a brown jack-shaped-placeholder) will allow the bug to happen again when you re-expand the node and attempt to click-and-drag it once more (provided the node is now, again, near the "Periapsis" tab).

This bug can be particularly frustrating when attempting to plot a rendezvous with an orbiting object directly from flyby.

Related issues:

Has duplicate Kerbal Space Program - Bug #9635: Physics and Orbits

Duplicate

05/01/2016

History

#1 - 05/01/2016 02:56 AM - Pluto239

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Confirmed in version 1.1.2 posted in Bug [#9633](#) by randawg

#2 - 07/17/2016 09:55 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

#3 - 08/09/2019 11:07 PM - chris.fulton

- Has duplicate Bug #9635: Physics and Orbits added

#4 - 08/09/2019 11:08 PM - chris.fulton

- Status changed from Needs Clarification to Resolved

- % Done changed from 0 to 100

#5 - 08/09/2019 11:08 PM - chris.fulton

- Status changed from Resolved to Closed

Closing, QA has not been able to reproduce this issue for some time and in effort of the database cleanup that is underway this bug is being closed.