

## Kerbal Space Program - Bug #9633

### moving a maneuver node causes it to disappear into the future

04/30/2016 09:51 PM - randawg

<b>Status:</b>	Duplicate	<b>Start date:</b>	04/30/2016
<b>Severity:</b>	High	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	1.1.2	<b>Language:</b>	English (US)
<b>Platform:</b>	OSX	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Load the save game.

Go to space center. Control the Min3 mission.

See that the next step is to do a maneuver to circularize and match orbits.

Create a maneuver node near the apoapsis at Minimus to do this. Now move that maneuver back and forth a bit to adjust it. You will see it completely disappears, it has shot off into the future past the exit of the Minimus sphere of influence.

This is on OSX.

#### History

##### #1 - 04/30/2016 09:54 PM - randawg

I should mention I am playing in 1920x1080 on a 5K Retina iMac. I am not in fullscreen, I am in windowed.

I had this problem initially with KerbalAlarmClock (3.6.1) installed, but I removed it and loaded the save game and it still happens.

##### #2 - 05/01/2016 02:45 AM - Pluto239

- Status changed from New to Duplicate

- % Done changed from 0 to 100

**Related to** "Bug [#9597](http://bugs.kerbalspaceprogram.com/issues/9597):"<http://bugs.kerbalspaceprogram.com/issues/9597> *Jumping Hyperbolic Maneuver Node*

#### Files

rebug.sfs	500 KB	04/30/2016	randawg
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