

Kerbal Space Program - Bug #9635

Physics and Orbits

05/01/2016 12:14 AM - ibol13

Status: Duplicate	Start date: 05/01/2016
Severity: Low	% Done: 100%
Assignee:	
Category: Physics	
Target version:	
Version: 1.1.1	Language: English (US)
Platform: Windows	Mod Related: No
Expansion:	

Description

I can't place maneuver nodes while on a suborbital path shortly after launch. Time warp is also unavailable. When running mission to Minmus maneuver nodes pop on to the background in between the Mun and escape. Predicted encounters are not shown. Setting targets often doesn't work. I've had this since 1.1.1. The game does not crash, but it usually destroys my missions. I can get time warp to function by pressing map + warp at the same time.

Related issues:

Is duplicate of Kerbal Space Program - Bug #9597: Jumping Hyperbolic Maneuver... **Closed** **04/29/2016**

History

#1 - 05/01/2016 02:49 AM - Pluto239

This is kind of a tirade of many different (understandably frustrating) bugs. One of which is Bug [#9597](#). You might want to break this up into different posts and give some information on how to reproduce some of these other problems.

#2 - 05/02/2016 11:48 AM - sal_vager

- Severity changed from High to Low

Please see the wiki for how to provide a useful issue report.

<http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>

#3 - 07/17/2016 09:55 AM - TriggerAu

- Status changed from New to Needs Clarification

#4 - 08/09/2019 11:07 PM - chris.fulton

- Status changed from Needs Clarification to Duplicate

- % Done changed from 0 to 100

#5 - 08/09/2019 11:07 PM - chris.fulton

- Is duplicate of Bug #9597: Jumping Hyperbolic Maneuver Node added